MacFormat ISSUE 234 June 2011

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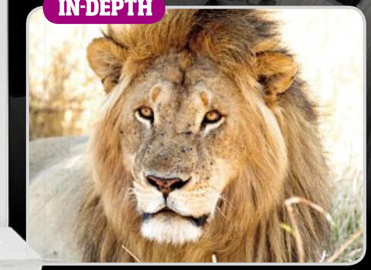

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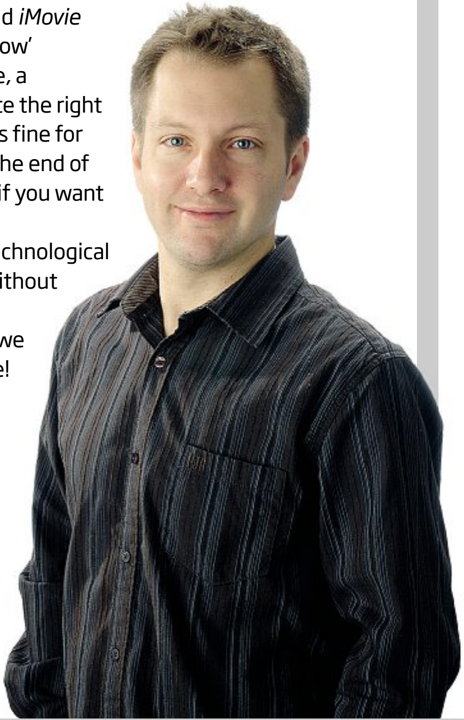
The launch of Apple's latest iPad has been a roaring success. You only have to see the pictures of the queues stretching from the Apple Store all around Covent Garden or halfway down Regent Street to see that an iPad with a camera was something a lot of people had been waiting for. Top marks to Apple for making it slightly cheaper than the original iPad, too.

Now, don't get me wrong – I'm a big fan of the new iPad 2. In fact, I've been using one for a good couple of weeks now (the kids have been endlessly fascinated with *Photo Booth*), but something about it just makes me want to get back to the Mac. I'm not denying that technology has taken another big leap forward. There's no doubt that being able to record music and edit video on something so thin (using the new *GarageBand* and *iMovie* apps) is one of those special 'wow' moments. But at the same time, a touchscreen interface isn't quite the right tool for the job. Sure, the iPad is fine for sketching out ideas on, but at the end of the day you need to use a Mac if you want your projects to really shine.

We can celebrate amazing technological achievements like the iPad 2 without forgetting that they work best when combined with the tech we already use. See you next issue!



Graham Barlow, Editor-in-Chief
graham.barlow@futurenet.com
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The best Mac & iPod products

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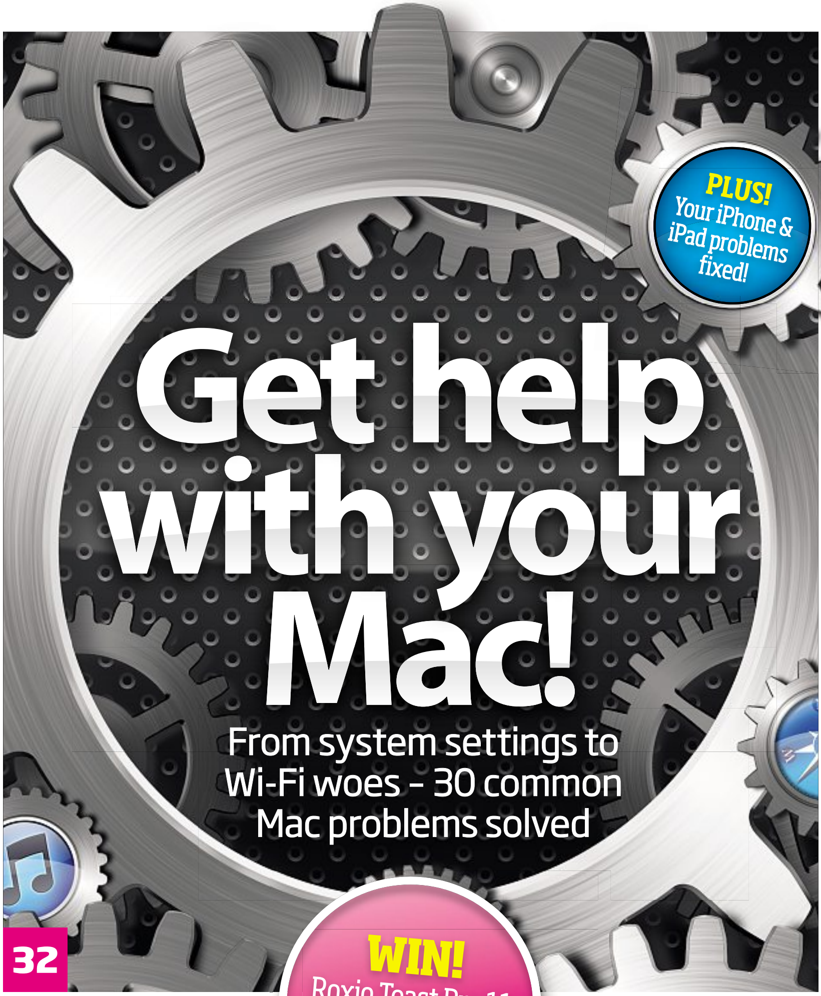

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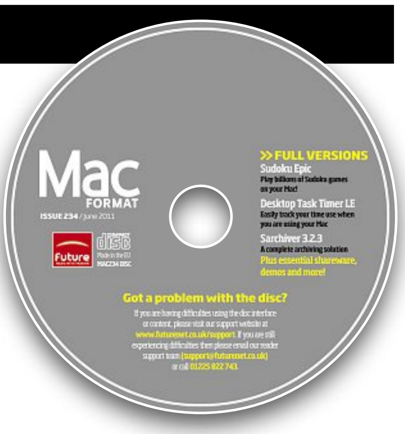
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Start up

WWDC sells out on Lion's roar

FIND OUT MORE! See our in-depth Lion feature on page 24

This year's developers conference may see OS X Lion in the flesh

Steve Jobs unveiled the iPhone 4 at last year's WWDC

© Getty Images

Apple's Worldwide Developers Conference begins 6 June and sold its full complement of 5,000 tickets in under 12 hours, proving that interest in the company and its technologies are at an all-time high. A key European Apple event is already making Lion-related promises, suggesting the company hopes to get the new OS into developer hands at WWDC this year.

Last year's WWDC (which sold out in eight days) saw Apple CEO Steve Jobs introduce the iPhone 4, but as we go to press there's strong speculation claiming the successor, the iPhone 5, won't appear until autumn. Apple sources cited by The Loop claim there will be no new hardware announcements at the show – this year is all about operating systems. Apple has made no announcement about any opening keynote speech. Whoever is to take the podium for the traditionally Jobs-hosted keynote will perhaps be announced closer to the time.

Fast ticket sales hit some key developers: corporate customers were reportedly unable to secure financial approval to purchase tickets for the show before they all got sold. WWDC tickets also appeared for sale on eBay and Craigslist at double the $1,600 selling price.

Apple's stated focus for Mac OS X Lion and iOS 5 (now predicted to appear after WWDC) is to combine elements of the two OSes to develop a unified user interface. Lion will boast a series of iOS-like features, such as extended multitouch gestures. The aim is to create a platform of products with a near-identical user experience.

Interestingly, developers may soon be using more unified tools to develop for both platforms. Apple has revealed the first few sessions for WWDC, all of which are applicable to development on both.

Apple will be seeding developers with a new build of Mac OS X Lion at the show. This may even be the shipping version. Apple's annual European Mac OS X Training Summer Camp takes place from 14 June, just days after WWDC. Run by Amsys in conjunction with Agnosys, the event introduces an iOS development strand for the first time. In the pre-publicity for the European event, Amsys is promising a "free update to Mac OS X 10.7 (Lion) for each of the Apple authorised courses run

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APPLE IN PICTURES / iPad 2 release forms queues

REGENT STREET STORE

Punters desperate to get their hands on an iPad 2 form a (sort of) orderly queue outside Regent Street's Apple Store.

© Paul King

during the Summer camp as and when they become available." Given the close relationship between Apple and Amsys, that's a strong hint that Apple may be hoping to get Lion into developers' hands at or around WWDC.

Doing so would make sense: Apple has previously promised to ship the new OS "in summer", and it has already distributed a preview release to developers. A move to give the developers Lion would also explain the lack of predicted hardware announcements at the show – suggesting Apple wants its Mac OS to be the star of this particular event.

Expect some bells and whistles in the new OS. Most recently we learn the new software will offer business-friendly multi-user desktop sharing, allowing multiple users to work together on projects. Apple has also launched a scheme called 'AppleSeed', offering a small number of ordinary users access to the OS in exchange for feedback.

APPLE IN NUMBERS

30%

US iPad 2 buyers who upgraded from version 1

The Mac world is split on what to expect: some are warning there will be no new hardware at WWDC this year. While reports from supply chains are claiming the company will introduce the iPhone 5.

Apple has traditionally introduced a new iPhone in June, leading to a perception that this is its regular schedule. This may not be so. "People have gotten a little too used to Apple doing certain things at a certain time of the year," said Gartner's Michael Gartenberg, speaking to Computerworld. "There's nothing that says Apple has to make journalists' or analysts' lives easier by keeping to a pattern."

iOS 5 will also be previewed at the event, but won't ship until later, giving developers a chance to implement some of its cloud-based new features and its deep levels of integration with Lion. This integration is perhaps the most alluring aspect of this year's show. Apple has already said it sees the market transforming into the 'Post-PC world', and has already worked to position itself as a mobile solutions company.

With Apple expected to introduce new MobileMe features this year, and with that drive towards mobile consistently selling WWDC tickets since 2008 when iPhone development really began, it seems the company's placing big bets on the Post-PC promise.

Developer David Casseres worked at Apple in the late 90s when Jobs returned. On his blog he revealed that Apple's OS X chief, Bertrand Serlet (see page 10), would then say: "The next Mac OS was likely to be a thin client OS on a computer that had no hard disk." More than 10 years later and at WWDC 2011, it seems Apple may be ready to bring to market a range of software-based solutions that, in combination with its present and future hardware, brings that original NeXT ambition much closer. ●

"As tech gets more complex, less tech-savvy people will struggle to use it…"

Christopher Phin works on his newest theory.

Apple talk

Who's saying what?

Steve Jobs
www.apple.com
"No interest."
Steve rejects radiation monitoring app idea.

Barack Obama
www.whitehouse.gov
"I do have an iPad."
A presidential iPad!

Daily Mail
www.dailymail.co.uk
"In our last chat he said he was selling his house in the UK."
Former Ive colleague says Apple designer's staying in California.

Wired
www.google.com
"They would only consider one person: Steve Jobs."
Google founders Page and Brin only wanted one man for company CEO.

>> IN THE SPOTLIGHT

My bunk theory

Christopher Phin

Some years ago, I was momentarily pleased with myself for having formed a theory all of my own about The Future of Technology. Here it is: computers are inherently complex things, and they're becoming more so, at least at the level of the hardware and algorithms that run on it. (That's not the theory, just the premise. More observation than theory, really!) I wasn't quite so deluded as to think this qualified as a theory about The Future of Technology – not one that deserved the capital letters, at least – but, as we shall see, my delusion wasn't much less laughable.

As the tech gets more complex, less tech-savvy people will struggle to use it, but – and here's the clever bit – it won't matter. Why? Because as tech becomes more complex, later generations of kids who grow up familiar with the technology will understand this new stuff by virtue of the fact that they're starting from a more savvy position.

At some level, despite having used a mouse since the 90s, I'm a lumbering luddite compared to a high school kid who has never known a world without the mouse. Fluency with tools – even such basic stuff as language – gets baked in at primary school in a fundamentally different way to skills learned as an adult, so it stands to reason that these 'digital natives' (I know; sorry) will be able to cope with the ever more-complex and difficult technologies our world will inevitably creates.

> *"Computers are inherently complex things, and they're becoming more so, at least at the level of hardware"*

Unfortunately, there is a problem with this theory: iOS. The iPad is much more complex than an Apple II, yet it's significantly easier to use. And what about an app such as *GarageBand* for the iPad? The ease with which you can pick it up and create something melodic in such a short period of time is highly impressive. As such, it devastates my theory because its developers have worked hard to make the iPad's complexity useful – to make it *serve* the user.

The lesson of all this cogitating? My theories are sometimes bunk. ●

Christopher Phin is the editor of *MacFormat's* sister magazine for iOS, *Tap!* His love for *iA Writer* is illegal in five states.

Apple has seen the iPad 2 take the tablet market by storm in a short time.

>> PRODUCT POWER

iPad 2 is huge hit for Apple

New iPad iteration sells out worldwide

The iPad 2 hit UK retailers 25 March and sold out by Saturday afternoon, even while many disappointed customers waited in line. Online, shipping dates had slipped to three to four weeks within an hour of the product being made available for sale. This iPad 2 scrimmage is international, millions have been sold worldwide. Apple's Paris store sold out of all its iPad 2 devices within 24 hours.

Outside Apple retail, some UK customers decided to go shopping at Argos, where they could reserve an iPad 2 online and then pop down to the store to pick the product up with no need to queue, though supplies ran out fast there too. As expected, availability is constrained everywhere, once again, Apple has a hit on its hands.

Just how many of the things has Apple sold? The company isn't saying, but a Fortune survey of 30 analysts confirms they expect between five and 8.8 million iPad and iPad 2 sales in the first quarter of 2011. That's pretty good in comparison to the 7.3 million shifted at Christmas last year, but most forecasters believe sales could be stronger, except Apple can't build them fast enough.

The months before the product's introduction saw Digitimes claim manufacturing had yet to reach target levels, the subsequent earthquake and tsunami in Japan reportedly also hurt production of key components.

In a strange twist, US title *Consumer Reports*, the magazine which inspired the so-called iPhone 'antennagate' debacle, in April announced the iPad 2 to be the best tablet on the market in a comparison of 10 tablets. *The Financial Times* reports that constrained availability of the iPad 2 has slowed UK firms in their move toward paperless offices, confirming its impact on enterprise.

Introducing the iPad 2, Apple CEO Steve Jobs affirmed the product to be a "magical" manifestation of computing in a post-PC age. As 2010 was the Year of the iPad, 2011 is iPad 2 with the device entering modern life at many levels. US President Barack Obama now owns an iPad, and the device is approved for use in both the House of Lords and the Commons in the UK. Labour's Kerry McCarthy in March became the first MP ever to use an iPad during a speech in the House of Commons, in which she condemned Chancellor Osborne's spending cuts. ●

>> APPLE IN NUMBERS

10

Apple's Unix-based Mac OS X turned 10 years old in March

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>> ACROSS THE POND

App Store foibles irk

Susie Ochs

The Mac App Store is a treasure trove of useful software; I just finished working on a story for *MacLife* called '20 Under $20' in which we plumbed its depths looking for great apps for a great price, and the tricky part was narrowing it down to just 20. But even though buying and installing these amazing apps couldn't be more convenient, I'd love to see some App Store improvements in OS X 10.7 Lion.

First, it needs a more advanced search. Right now the standard Search box at the top-right is all you get, and once you search for an app name or keyword, you don't get many options for narrowing down the results. A 'Sort By' drop-down will reorder the results by relevance, release date, most popular, and best customer rating – and while those last two are technically different, they seem redundant on further reflection. How about an option to sort, or even search, by price or by category?

Another thing I'd love to see is free trials, even if they're limited to a very short timeframe. Many developers still sell the same apps on their own websites, where trials are far more commonplace. Maybe the App Store could borrow the rental model from the iTunes Store? In an ideal world, you would get to use an app for 24 hours for a few dollars (or pounds) and then if you decide it's something you'd like to own, you simply pay the full fee – without having to get a 'lite' version then a different full one.

> *"Even though buying and installing apps couldn't be more convenient, I'd love to see App Store improvements"*

And although the app information pages are already pretty solid – with screenshots, links to the developer's site, and better-written customer reviews than I've ever seen in the iOS App Store – the ability to show video demos would be tremendous. It's much trickier to get a good video of an iOS app in action, but screencasts of Mac apps are no problem, and would be a welcome addition here.

The first iteration of the Mac App Store is a great start, but hopefully the introduction of OS X Lion will give it more teeth. ●

Susie Ochs, Senior Editor of *Mac|Life*, can't stop playing with her iPad 2 Smart Cover. Turn to page 87 to find out why.

>> BOARD RESIGNATION

'Father of OS X' quits Apple Inc

22-year Jobs veteran slips from Apple's grasp

Apple has lost a key intelligence figure with the departure from the company of veteran software developer, Bertrand Serlet, whose departure was announced just one day before OS X's tenth birthday on 24 March.

A former Xerox PARC researcher and senior NeXT developer, Serlet came to Apple with CEO, Steve Jobs in 1997. The two men have worked together for 22-years.

As Senior Vice President of Software Engineering, Serlet has led Apple's Software Engineering group. He will be replaced by Craig Federighi, Apple's Vice President of Mac Software Engineering, who in October shared the stage with Jobs to demonstrate Lion's new features.

"I've worked with Steve for 22 years and have had an incredible time developing products at both NeXT and Apple, but at this point, I want to focus less on products and more on science," said Serlet. "Craig has done a great job managing the Mac OS team for the past two years. Lion is a great release – the transition should be seamless."

Federighi also worked at NeXT before briefly joining Apple. He then spent a decade at Ariba where he held several roles including Vice President of Internet Services and Chief Technology Officer. In 2009 he returned to Apple to lead the Mac OS X engineering team.

Serlet's departure led to some speculation there may be a rift inside the company over the move to combine features of iOS with those of OS X. This may not be the case. All Things D sources dismissed such speculation: "It's just a changing of the guard," they said. ●

>> APPLE IN NUMBERS

87%

Number of iPad owners who use their tablet daily

Stockwatch

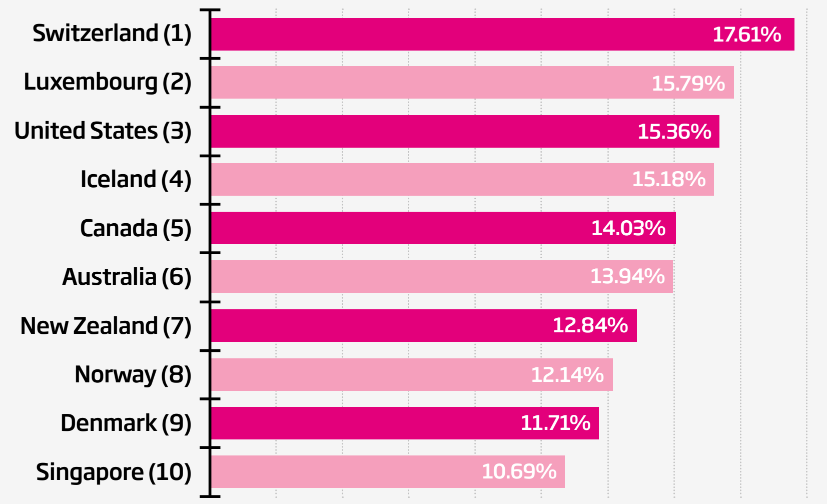
A look at the world of Apple business with Clem Chambers

Japan is famous for its 'just in time' process of manufacture. The idea is to have a seamless conveyor belt-style of production that avoids stores of components awaiting construction. Known as 'lean manufacturing', it has been a trend since Toyota invented it.

Apple's products are built in this way, which is just the kind of modern method of doing business that a leading-edge company embraces in a competitive dogfight. It works well, unless an earthquake and tidal wave knocks out some component people who make your product tick. The Japanese catastrophe has shaken Apple's stock price with worries that the production of their super-hot products may be disrupted. Yet this is the second flutter in recent weeks that shows a general nervousness about the Apple stock price. This stock war is being waged at the current equilibrium the outcome is undecided. The endgame will likely be dramatic.

Clem Chambers is CEO of ADVFN, Europe's leading stocks and shares website.

APPLE IN NUMBERS / Country of Mac



Data source: Stat Counter Global Stats Feb 2011

Internet availability firm Pingdom (www.pingdom.com) analysed StatCounter data to identify the world's ten most Mac-friendly countries - Switzerland leads the pack.

HOT OR NOT?

The latest word from the Apple rumour mill

HOT: Japan quake hurts Apple
Devastating fishing, water, jobs, homes and architecture, Japan's awful disaster has interrupted critical component supplies. Expect shortages and price hikes.

HOT: Apple reinvents TV
Apple may license AirPlay video streaming technology to TV makers, transforming *iTunes* into a broadcast network using existing tech. We say, 'Why not?'

NOT: iPhone 5 delayed till 2012
Blogs made some advertising revenue with a story claiming the iPhone 5 won't reach us until next year. This is very unlikely, given the threat from Android phones.

NOT: Apple bins iPod classic
Speculation Apple may end production of the iPod classic crops up every year, but Steve Jobs recently said Apple has "no plans" to drop the product.

AWARD CONTROVERSY

Power grab?

Is the Mac App Store a step too far for Apple?

Apple continues to push its Mac App Store to the forefront of Apple software retail. Reports claim it intends ending software sales at retail stores even while demanding that all software entered into this year's WWDC Apple Design Awards be made available via its own online retail store.

"This year's Apple Design Awards will be awarded to developers whose iPhone, iPad, and Mac Apps are currently on the App Store," the company warns.

In March, Apple began removing some games and other software titles from its retail stores to make space for new Mac setup and advice services. Customers visiting a retail store to make a software purchase will in future be advised to buy from the App Store. This isn't the only attempt Apple's making to drive traffic to its App Store; MobileMe subscriptions are now only available there, for example.

SketchBook Pro
Chopper 2
MacBook Air

Apple retail is important for product visibility. Speaking during the company's most recent quarterly results call, CFO Peter Oppenheimer revealed, "We hosted a record 75.7 million visitors in our stores." It seems Apple is telling developers that if they want its support and the chance to offer their software via its popular channels, then they must only write approved code. The future for system-level hacks and so on looks bleak, as the Mac App Store becomes the best-known means of purchasing Mac software. ●

APPLE IN NUMBERS

100 million

Estimated lifetime iPhone 5 sales based on prior models

Apple on TV

The Mac is ready for its close-up

Have you been watching *Vampire Diaries* on ITV2? If so did you see the episode screened in late March in which Bonnie (left) was seen playing with what looked like an iPad? Reader Ken Paine did, but didn't say which episode…

If you've spotted a Mac on television, then email macformat@futurenet.com and tell us all about it!

Win! Roxio Toast 11 Pro and an Apple TV!

We have five excellent prize bundles to give away

Toast 11 is a revelation. Completely rewritten with a stylish and instinctive new interface, the new version of Roxio's disc burner and media toolkit is packed with new and enhanced features. As well as burning data discs, video DVDs, VCDs, mixed DVD ROM/video discs and more, *Toast* also converts your movies for playback on a huge range of media players. It's great for Apple TV, iOS devices, games consoles, mobile media players and more. You can save videos from websites, schedule conversions for when you're not using your Mac and post re-encoded movies directly to Facebook, YouTube and Vimeo.

The *Roxio Toast 11 Titanium* suite costs £85, and also includes SDX audio capture software, *Disc Cover 3 RE*, *Get Backup Pro RE*, *DiscCatalogMaker RE* and *TiVoToGo* for the Mac. *Roxio Toast 11 Pro* normally costs £125, and adds the HD/Blu-ray plug-in, *Adobe Photoshop Elements 9*, *Boinx FotoMagico 3 RE*, *BIAS SoundSoap 2 SE* and *SmartSound Sonicfire Pro*.

Thanks to Roxio, we have five prize bundles to give away, each containing an Apple TV and a copy of the *Toast 11 Pro* software suite.

The question

To stand a chance of winning one of these superb prizes, just answer this simple question:

Which of these applications is NOT included in the Roxio *Toast 11 Pro* suite?

A) Adobe Photoshop Elements 9
B) SmartSound Sonicfire Pro
C) Microsoft Flight Simulator

For more information on *Toast 11* and other exciting Roxio applications, point your browser at **www.roxio.co.uk**.

» HOW TO ENTER

- To enter, text TOAST, followed by a space then your answer (A, B or C), space, then your name and address to 87474; or enter via our website at **www.macformat.co.uk** and click on the **Competition** link.
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>> IN THE CLOUD

Your MobileMe home

Rumours of a revamp to cloud service persist

Apple seems primed to improve MobileMe with a series of rumoured enhancements, beginning with the provision of a music locker service in the US, and extending to development of a system to enable you to log into your Macs remotely from your iPhone.

Tuesday
9
mobile
me
Push email, push calendar, and push contacts.
For your iPhone, iPod touch, Mac, PC and the web.

These technologies may debut sooner than we think, though in both cases UK users will have to wait a while. Apple has not yet acquired the licences it needs to offer a music locker service in Europe at this time.

Citing sources, Cult of Mac claims Apple is testing Near Field Communications (NFC) equipped iPhones. Among other uses, these would enable use of iPhones as wallets, and event or transport tickets, though Apple is understood to be considering delaying such plans while it awaits evolution of a single NFC reader standard.

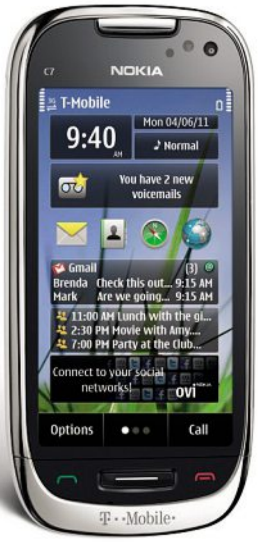
Apple is also developing a system that lets users log into another computer using an NFC-equipped iPhone. The iPhone will pair with the host machine and load the user's files and settings over the net for use on another computer. It seems the service will work in conjunction with the Mac App Store to enable local short-term download and use of required applications while logged in to the host machine. Save a file and it is saved to your home computer for later retrieval via MobileMe. "When you return to your home computer, your stuff is there waiting for you," the source told Cult of Mac. ●

>> SMARTPHONE WARS

Apple wins in Nokia legal case

Nokia's patent spat with Apple hits a precedent

The smartphone patent dispute between Apple and Nokia rolls along, with Apple claiming a recent victory when an International Trade Commission (ITC) judge declared it didn't infringe five Nokia patents.



In a case filed in December 2009, Nokia claimed that iPhones, iPods and Macs infringed patents it held on wireless data, speech coding, security and encryption.

In the filing, Nokia demanded a ban on Apple device imports into the US and a fine equivalent to around €1 billion. The ITC began investigating these claims late last year, but now they've been dismissed, though there's likely to be similar action in the US courts.

In November 2010, Apple's counter-suit, alleging 13 patent abuses on part of Nokia against Cupertino-held technologies, was dismissed by the ITC.

Despite the ITC stalemate, the cases reflect the intense competition across the smartphone industry. One recent move saw former Microsoft executive turned Nokia Chief Executive, Stephen Elsop, lead that company into an new alliance with Microsoft in order to develop Windows 7-based Nokia devices. This unlikely alliance has been predicated on Nokia's continued loss of market share and lack of profile in the Apple/Android-dominated US smartphone sector.

Nokia is likely to appeal the decision, which must still be reviewed by a six-member ITC panel. The end could still be a while to come in this particular case. ●

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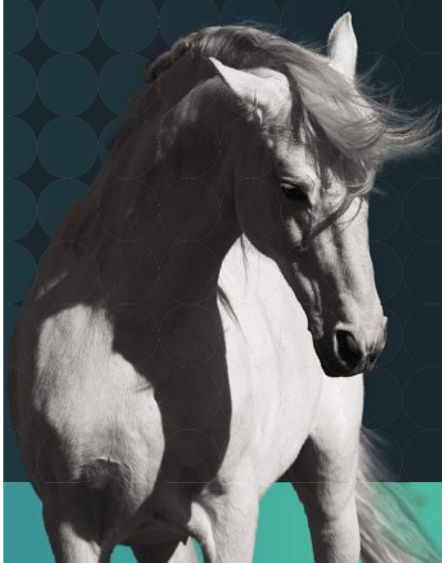
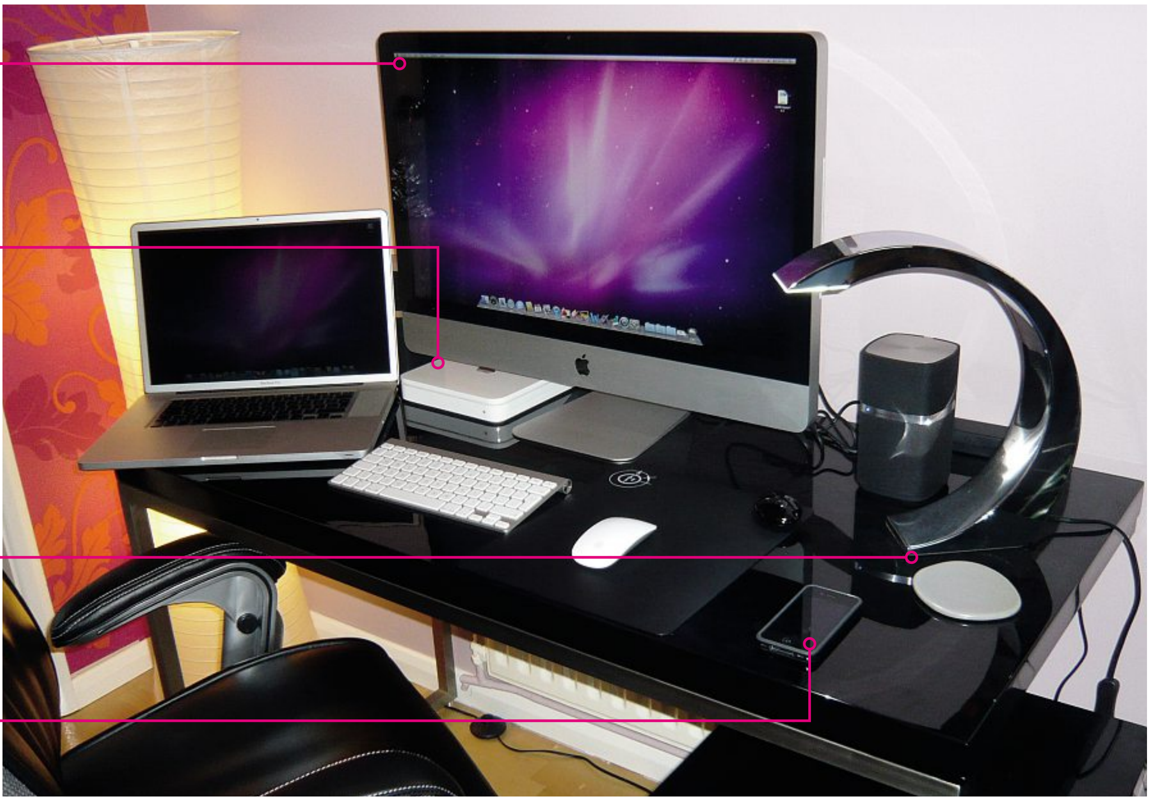


Me&MyMac

MacFormat readers share their beloved Mac setups

>> CONTACT US
Want to share your Mac setup with us? Send a photo of your kit to **laurence.cable @futurenet.com**

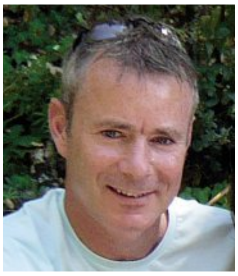


iMac 27-inch 2.93GHz Core i7
If you want a fast Mac, this blisteringly quick iMac will deliver, plus it looks great.

Time Capsule 1TB
They may be pricey, but nothing quite beats the panache of backing up using one of these.

Bowers & Wilkins MM-1 speakers
This isn't the cheapest speaker set around, but it looks and sounds great.

iPhone 4 16GB
Dylan's first foray into the Apple world was an iPhone 3G. He was hooked, and has now upgraded it.



>> PROFILE
Name: Dylan Morton
Occupation: Architectural technologist
Been using a Mac for: Two years
Favourite hardware: MacBook Pro
Favourite software: iWork '09

Something that doesn't often get mentioned when people talk about a Mac's appeal is the shopping experience. We're not talking about the glass staircases, but the palpably pressure-free environment of the stores, where you can play to your heart's content without being pestered.

It's this hands-off sales approach that actually sold the idea of the Mac to Dylan Morton, who regularly used to wander around his local Apple Store. "I held off buying a Mac for a while due to one or two important pieces of software I use being Windows-only," he says. "But I finally gave in and purchased my 17-inch MacBook Pro with anti-glare screen. I still remember when I first took delivery of this and unpacked it. I was in awe of its beauty! I remember staring at it with a large smile on my face."

> *"I still remember when I first took delivery of my MacBook Pro and unpacked it. I was in awe of its beauty!"*

Although he's since added the 27-inch iMac to his setup, it's the notebook that's the true workhorse. "It's been on day after day, sometimes even night after night," he beams. "It's never flinched at what I've thrown at it. Recently, it stopped me from going stir crazy and allowed me to carry out some work when I was stuck in Sheffield during the heavy snowfall."

Dylan's job requires him to use a fair bit of specialist software, notably *Photoshop* and *Autodesk AutoCAD*, the latter program recently having made its Mac debut.

"I've struggled a little over the last few years running it through *VMware Fusion*, but I now have *AutoCAD 2011* which is a pleasure to use.

"I do some teaching of Google SketchUp and my MacBook is so good for helping with this. I have a laptop I can plug into any projector and it always works!" Dylan explains.

"I'm also able to run Windows and Mac versions of the same software simultaneously – my MacBook gets a lot of admiring comments."

But despite all the high-end software he uses, Dylan's favourite program is one many of us use every day – *iWork '09*. "It's so powerful and user-friendly at a great price. I create many reports using *Pages*, and love it for creating and designing front page covers. My eight-year-old daughter also produces some fantastic homework using it." ●

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WE
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CHANGING
PEOPLE'S
LIVES

Interview: Graham Barlow

I use my Mac for having adventures

Meet Bruce Poon Tip: entrepreneur, adventurer and fan of all things Mac

ABOVE LEFT: The stunning Antarctica landscape. **ABOVE:** From Bolivia (top) to Brazil, Gap fills the hole in your travel itinerary.

>>PROFILE

Profile: Bruce Poon Tip
Location: Everywhere
Systems: Macbook Pro 13-inch, iPhone 4
Web: gapadventures.com

MacFormat: Can you explain a bit about Gap Adventures?
Bruce Poon Tip: Gap Adventures is an adventure travel company I founded 20 years ago. I felt there was a gap in the market and so I bridged the space that existed between the mainstream traveller and backpacker.

MF: What makes it different?
BPT: I wanted to give people the opportunity to experience the world, to interact with local communities, and to travel with other like-minded individuals who share a commitment to preserving the areas they visit.

MF: How are Macs involved?
BPT: I have always used Apple products, ever since I started the company 20 years ago. I have always found Macs reliable, less likely to get viruses and hassle-free. I even developed our first reservation system using *FileMaker*. Macs have allowed me to do a lot more things without having to outsource or hire additional staff or spend money.

MF: Are iPhones involved too?
BPT: Gap Adventures is a global brand with employees in more than 100 countries. iPhones are essential to ensure we stay connected. Gap Adventures' trip leaders – our CEOs, or Chief Experience Officers – use their iPhones to tweet real-time photos from trips they're running. The GPS on iPhones geo-tags the photos with their exact location, so our CEOs don't have to label as they go.

I have some useful apps on my iPhone too. I recently discovered the *Bug Spray* app; I was travelling with my kids and they got a few bites, so the next night I lay the iPhone on their bed and turned on *Bug Spray*. It emits a high-pitched signal that humans can't hear, but keeps bugs away. They never got another bite!

MF: What unusual locations have you used a Mac or iPhone in?
BPT: Last week, I was with a hilltribe in Northern Thailand! I would say the Arctic Circle was interesting. My iPhone picked up a signal from a Russian phone company, and while the roaming was expensive I was in communication in a place I wasn't expecting. Also, how about the Galapagos Islands on a ship?

MF: What was it like visiting Apple to speak to its employees?
BPT: Everyone is truly committed to excellence. It's in their DNA. We have the same commitment and passion at Gap Adventures. ●

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Gadgets

The hottest kit on the horizon. Here's what's heading your way

Weeeeeeeee
squawk
Chirp

◀ Angry Birds Toys

From £4 **www.character-online.com**

What is it? OK, not really a gadget in the strictest sense, but *Angry Birds* is an iPhone gaming phenomenon and now the characters from the game are available as cuddly toys. How could we ignore them?

When's it due? Get 'em now.

Why are we excited? Don't they look cute?! Whether you invest in the eight-inch toys or the smaller, pocket-sized versions, they're great for throwing at people in real life, just like you do in the game. We've had some fun in the office this month!

▼ Infinite USB Plugs

£TBA **www.jianggonglue.com**

What is it? Harvard postgraduate student Gonglue Jiang has come up with this neat idea for connecting more USB peripherals than you have spare ports. You just plug one of his special USB connectors into your Mac, then insert another USB device into the back of the first.

When's it due? Could be a little while, as its inventor is currently looking for a manufacturer.

Why are we excited? Mr Jiang tells us he's had it up and running with five USB devices, which is probably as many as you'd want to chain anyway. We hope his idea gets picked up by a major manufacturer and brought to fruition soon.

3MOS
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POWER O.I.S.
CAMERA FUNCTION
LEICA DICOMAR
14.2 MEGA PIXELS
Panasonic
HDC-SD900
FULL HD
1920x1080 PROGRESSIVE
AVCHD
1080/50p

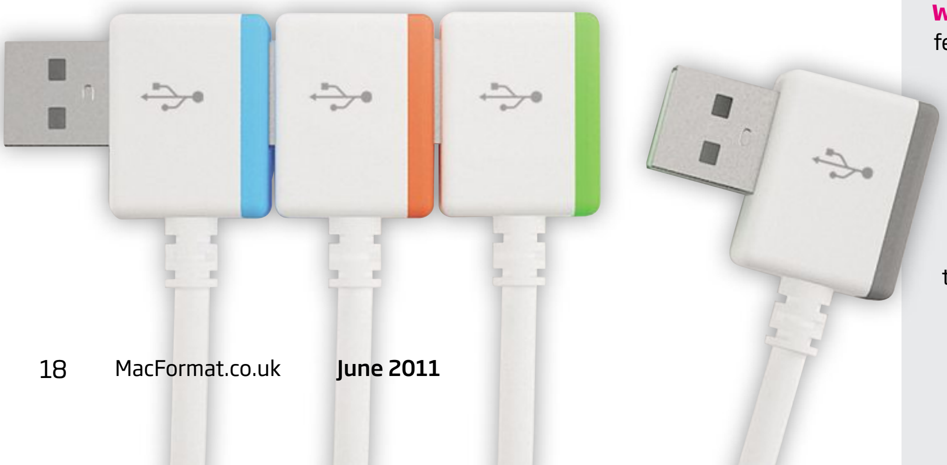
▲ Panasonic HDC-SD900

£899 **http://bit.ly/eqtYuq**

What is it? Panasonic's new high-def camcorder features the new Crystal Engine PRO for improved low-light performance and low-noise recording. For an extra £280, there's an optional 3D lens too.

When's it due? Buy it now.

Why are we excited? The Panasonic HDC-SD900 is packed with features, yet it's easy to use. 2D full-HD videos are superbly detailed, and the 3D conversion lens is a useful option.



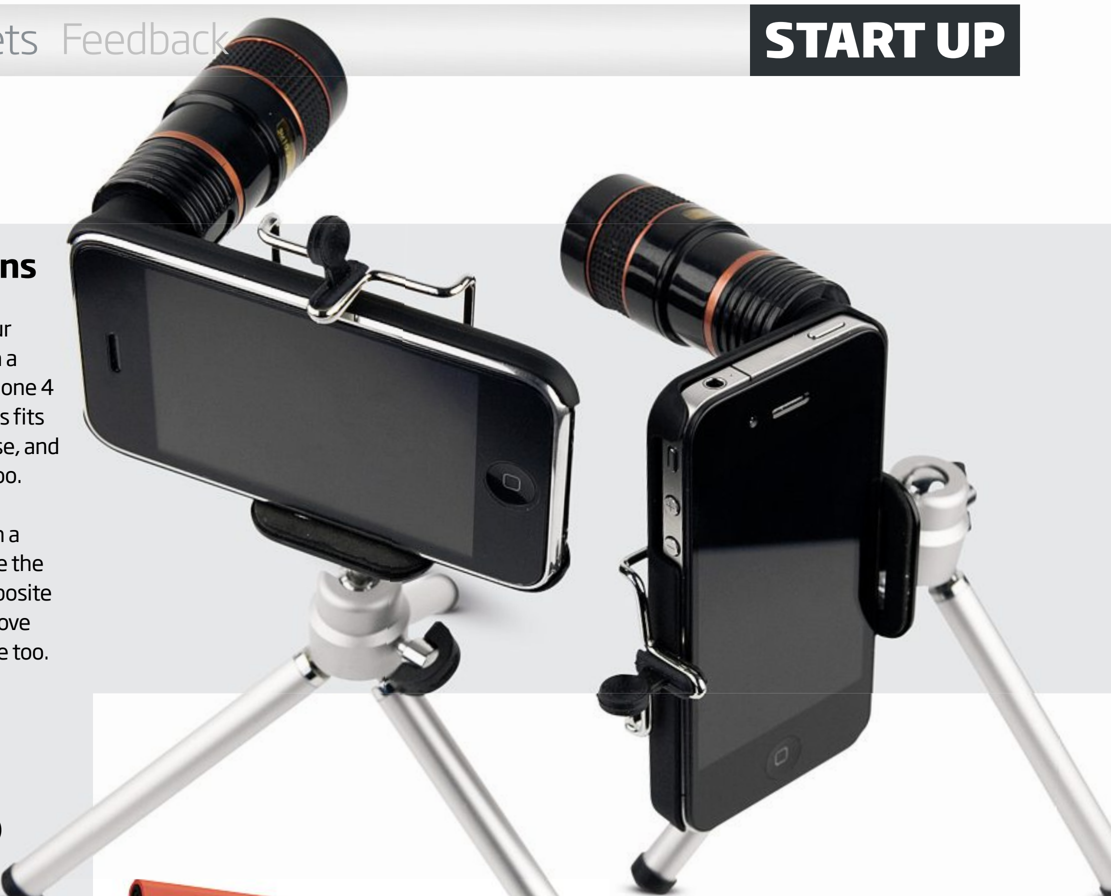
▶ iPhone Telephoto Lens

$35 http://photojojo.com

What is it? It's a telephoto lens for your iPhone. Well, what did you expect with a name like that? It's available for the iPhone 4 and 3/3G, and has an 8x zoom. The lens fits onto a supplied matte black iPhone case, and a collapsible table tripod is thrown in too.

When's it due? Order online now.

Why are we excited? An iPhone with a telephoto lens is never going to replace the Panasonic camcorder found on the opposite page, but it's cheap and fun. It could prove useful for discreet security surveillance too.



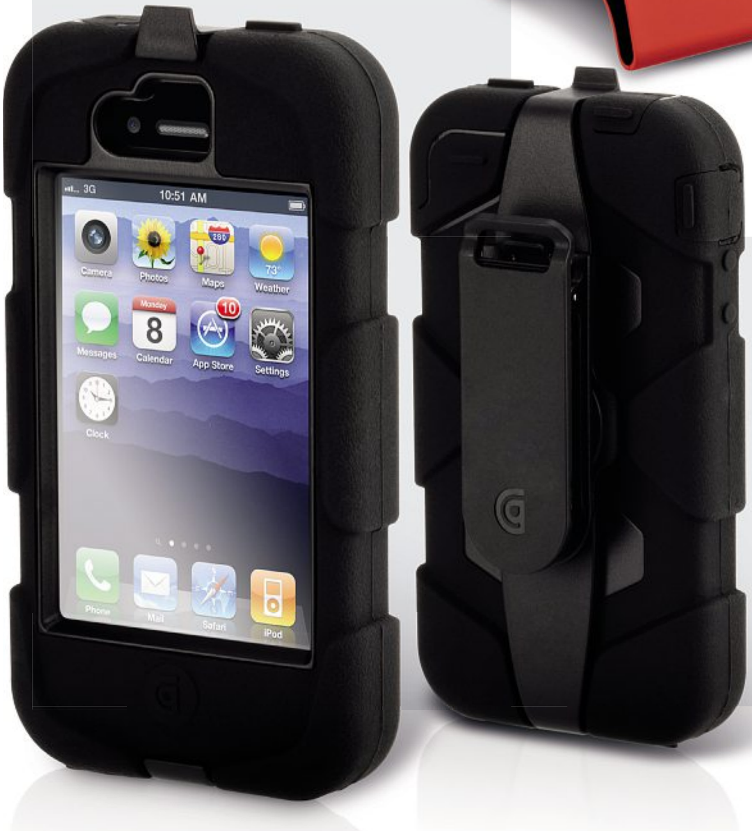
▼ Griffin Survivor

£35 (iPhone 4) £30 (iPod touch) www.griffintechnology.com

What is it? According to Griffin, the Survivor is 'the UK's only military endurance certified iPhone and iPod case'. It's built like the doorman at a rough nightclub, and protects your iOS device against dirt, sand, rain, shock, vibration and more.

When's it due? It's out now.

Why are we excited? Worried about using your iPhone 4 when working on a construction site? Ever wanted to take your iPod touch with you rock climbing? £30-35 is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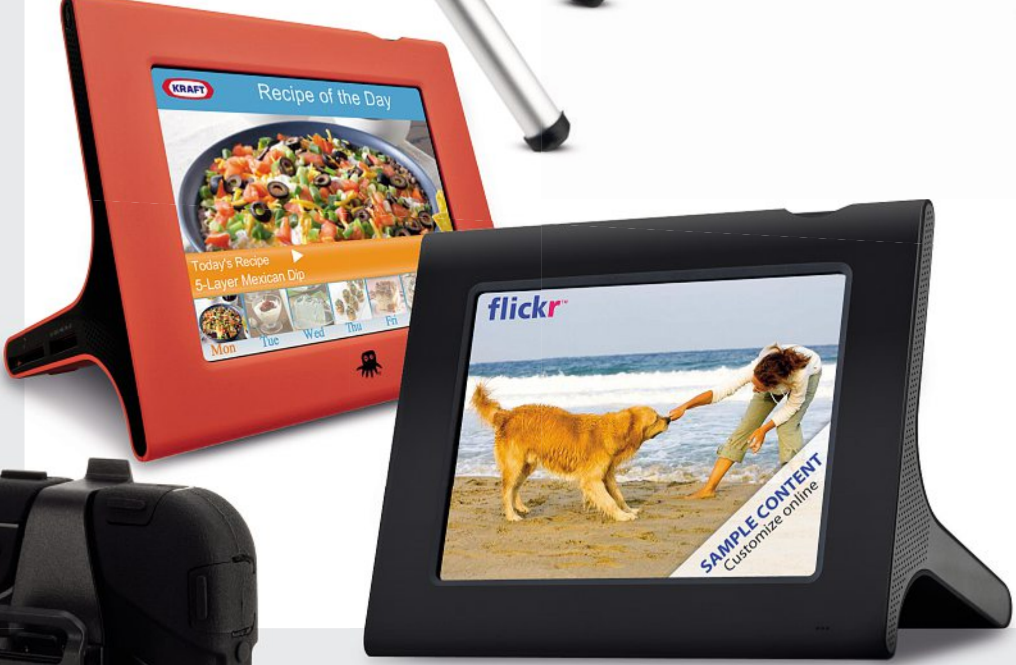
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$199 www.chumby.com

What is it? A chumby is a curious beast – half iPad, half clock-radio this latest standalone apps player features an eight-inch LCD touchscreen, an integrated digital photo frame, a music player, internet radio and more than 1,500 free mini-apps to download and enjoy. It has two USB ports and CF/SD card slots for expansion, and you can plug you iPod into it too!

When's it due? It was released on 5 April.

Why are we excited? With a chumby and an internet connection, you can download apps for Facebook, eBay, Twitter, YouTube, Flickr, Photobucket and Wikipedia. There are also apps for games, web-based email, webcams, gossip, and more.

Feedback

CONTACT US
Whatever your Mac-related cares, concerns or calamities are, let us know about them by contacting us on the following email address: **macformat@futurenet.com**

Let us know what you think about your Mac, MacFormat and everything Apple

Sporting chance

I read with interest Laurence Cable's article on Macs in Sport (*MF232*) and after reading the section on Richard Lee I went straight to his website to see some of his work. Guess what I found on the home page? A message saying: 'You are viewing the text version of this site. To view the full version please install the *Adobe Flash Player* and ensure your web browser has JavaScript enabled'.

You will know this issue only too well, of course. I was using my iPad. Isn't it a shame that even dedicated Mac users are constrained by similar problems! I used to subscribe to Manchester United's MUTV Online service where you could log in and watch highlights, but I found it so awful that (after numerous ignored attempts to get support from them) I cancelled my subscription. The problem was *Windows Media Player*-based content which worked very badly using the plug-in *Flip4Mac*.

I used my girlfriend's PC for it but in the end just got fed up with it. I tried telling them that there are 16 million Mac users in the world and like me, some of them might be disappointed fans, but they simply did not respond to any of my requests for support, so I ditched them.

Macs may be used in sport, but how compatible are the team's websites?

The frustration of that situation was re-awakened when I tried to access Richard's website on my iPad, and also when I read that they use Macs at Manchester United.

Love the mag by the way; I've been buying it since issue one.

Colin Craigie

MacFormat replies: In search of a truly independent answer to this tricky old chestnut regarding Adobe Flash and the iPad, we asked Dan Oliver, Editor-in-Chief of our sister title *.net* magazine. His reply is as follows:

STAR LETTER / Mac databases

I noticed in the letters page of the April issue that Dr Michael Barley enquired about databases. I had a similar problem years ago when I switched to Apple. Having developed a number of databases in *Microsoft Access* while working in the NHS, I was dismayed not to find the program in *MS Office for Mac.*

I bought *FileMaker Pro 7* and set about learning the new database. Imagine my delight in finding that *FileMaker* not only provided me with all the tools to develop databases, but I could not believe how much more user-friendly it was. With *MS Access*, if you programmed it incorrectly it took hours of cross-checking and testing before glitches were sorted out.

FileMaker 4, reviewed on page 95.

With *FileMaker*, the drag-and-drop facilities and the easy-to-follow steps made setting up a database for my private practice child's play. Within a short time I had patient records, billing facilities and letters up and running. The one problem I had was converting my tables to *Microsoft Excel* for use by my accountant, but no doubt there is a way and the newer versions will have dealt with this.

My message to Dr Barley is not to despair, a better database is sitting there for you. I would certainly recommend *FileMaker Pro* and it would be worthwhile seeing whether the *Bento* version will serve the purpose. Once adopted you will wonder why you ever used *Access*! Best of luck!

Dr Stuart Walton

MacFormat replies: Thanks for your email, Dr Walton. We're sure a fellow doctor will find your experience helpful! *FileMaker* has indeed released version 4 of *Bento* – it's a lightweight, easy-to-use database. It lacks the more powerful features of the full *FileMaker 7*, but it's a lot cheaper. Read our review on page 95.

STAR LETTER
Email all your letters to us at **macformat@futurenet.com** If yours gets picked as the MacFormat Star Letter, you'll be sent a fantastic DTT Deluxe. Almost impossibly tiny, this little USB device gives your Mac powerful digital TV reception.

We tried out Apple's handy One-to-One training sessions ourselves back in issue 224 of MacFormat.

"The first thing to remember is that Flash has been a widespread plug-in on the web for 15 years, and is still the best way to achieve a certain level of interactivity online. The second thing to remember is that Apple chose not to support Flash in its mobile devices. This was Apple's decision, and not Adobe's.

"Flash has its problems, though. As a plug-in it requires separate installation, and much of the content presented using Flash is inaccessible to people that rely on assistive web-browsing tools (such as screen-readers and Braille terminals). Because of this, and emerging technologies such as HTML5 and WebGL (which can add native interactivity), fewer people and companies are producing whole sites in Flash. Add to this the fact that Apple's mobile devices don't support Flash, and it's easy to see where we're heading.

"However, Flash is still used by many for interactive marketing campaigns, and by people concerned about content theft because it adds an extra level of protection. Until these emerging technologies provide the same level of interactivity and protection to copyright holders as Flash does, it will still have a place on the web."

Two things

I'm a relatively new 'switcher' to all things apple. I now love my new Mac and would recommend the One-to-One training lessons with those polite people in every Apple Store – an absolute bargain for £80. However, there are two things I cannot understand. One is why I can't change my old email address to my new MobileMe email address in *iTunes*. Apparently the moment you create a MobileMe address it automatically creates its own *iTunes* account, so I'm stuck with an email address I no longer use and that's the one Apple sends all invoices too. I've had to create a Gmail account just for *iTunes* and alter my old email address to a Gmail address – not ideal. Can you advise me or tell the Apple software technicians to fix this?

My other question is: now that I have learnt to have two users on my Mac, (my wife and me) with separate login details, how do I share the software (*Office for Mac 2011*) with both users? I'm okay on my side of the screen but my wife cannot share this program on her side. Any advice, please?

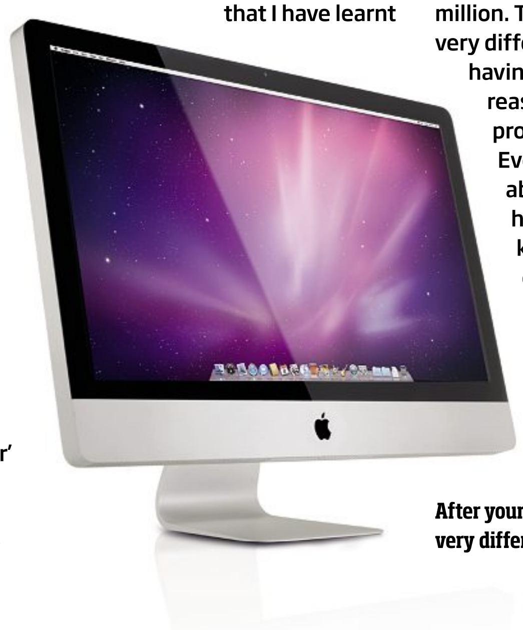
John Byrne

MacFormat replies: Sadly, each Apple ID must be unique, so if you create an *iTunes* account with your MobileMe ID as the account's email address, it will be separate from your current iTunes Store account. The two accounts will have separate purchase histories and cannot be combined. You can change the email address you use for your Apple ID account, just not to one that's already associated with an Apple ID – as with your MobileMe account. Go to http://myinfo.apple.com. Log in using your iTunes Store account to change your Apple ID and Primary Email Address.

Regarding *Office for Mac*, once you've installed an application in your Applications folder, it's normally available to every user on your Mac – we've tried this in the office with *Office Mac 2011* and it works fine. It could be that you've installed it into an unusual location on your hard drive that isn't accessible to every user.

iMac ecstasy

When I bought my first iMac I was elevated to a completely new plateau! I felt I had won a million. The world up here is very different. I felt better for having gone Apple for a few reasons: firstly, I felt more protected from malware. Everything I didn't like about all the protection I had to be aware of – keeping up to date with every kind of bug that's likely to nestle in some deep unsuspecting place, and then pounce at any time – seemed to be gone! Of course, I'm still



After your first iMac, the world is very different! So says Mr Kemp.

Twitter talk

From the Twittersphere

We asked:
Did you queue for an iPad 2 and was it worth it?

@rozhall
"There was a queue of only two people in Chichester at 1:00pm, I would have jumped in if I'd had a spare 400 in my back pocket."

@british_geek
"I took the PC World route for iPad 2 queuing, there were only 20 people there! Short wait, and definitely worth it!"

@LucySweetman
"I queued at Farpoint in Bath for all of 10 minutes. It was totally worth it."

@RobNichols
"I queued for a couple of hours down at the local PC World. Best decision I've made all year. I might be skint, but I'm happy."

@bendowdingrpc
"Queued for four hours in Liverpool. Great atmosphere, free coffee, community spirit and an iPad 2 at the end of it! An afternoon well spent!"

@BA22A
"I didn't queue for an iPad 2, but I stayed up to pre-order online. Apple had problems with their servers. Ended up ordering six!"

@Tflpunk
"No, I did not queue for an iPad 2. Yes, it was well worth not queuing."

You can find out what we're up to each month by following the team at Twitter.com/MacFormat

very wary of that danger but it seems so much easier to combat. I've been with my iMac some three or four years now and in the early years I did have my problems – mainly finding my way round and searching for the programs I wanted.

I missed some software that I found easy to use and nothing seemed to be quite like it on the Mac. I tried splitting the drive so I could run Windows or Mac OS, but that gave me some trouble. Then I eventually realised that it defeats the object of going Mac.

So I took time and patience, and eventually did find those programs that replaced the ones I used on the PC. Of course I had to do a little adjusting and settle for a completely different format, but eventually I got the same thing done – as in editing movies and making my own disks of photos and videos.

Some of the programs for the Mac are far superior, some are just better, and those that fall short of the mark are benefitted by their ease of use. Most are cheaper anyway.

Apple, you've got me hooked.

Robert Kemp

MacFormat replies: Installing Windows using Boot Camp, or one of the virtualisation solutions like *Parallels* or *VMware*, is often one of the first things that new Mac switchers do, just so they can run their old software if they need to. We've found that pretty soon people realise they haven't booted into Windows for months and it's okay to finally ditch their digital security blanket and go 100% Apple. And, as you say, they never go back.

APPY DAZE / Smoked out by a typo!

Firstly I must congratulate the *MacFormat* team for such a great magazine aimed at Mac owners and users. I always look forward to each issue of *MacFormat* and all the news on new products.

However, I was surprised to read that *MacFormat* and more particularly staff writer Laurence Cable is now advocating the use of drugs! We all know what a 'reefer' is – a marijuana cigarette, nothing to do with computers or apps.

In his review of an app called *Notability* (page 105, March issue) he includes a screenshot of the app and it clearly reads: 'records the audio for you to reefer back to'. Now what exactly is Laurence 'referring' to? Is he suggesting that we listen to audio whilst we're using a reefer? If so, that conjures up the image of a dark, dingy smoke-filled room with loud music and the pungent smell of marijuana.

Naturally I'm sure this isn't the case, as Laurence is an upright member of society and would never advocate such thing. Of course, I'm pointing out a 'typo' as I am certain Laurence was endorsing the usefulness of being able to re-listen to audio that *Notability* has recorded… Keep up the good work at *MacFormat*!

Graham Whitehead

MacFormat replies: Once he had come round from his regular afternoon nap and munched on a few cookies, we quizzed Laurence closely about this matter, as you would expect. We'd like to say his response was a slurred "Yeah, man, whatever…", but it turns out he is in fact an upstanding young member of society, and this was indeed an embarrassing typo.

Well done for spotting it though; it's been a great source of amusement in the *MacFormat* office for a whole month now!

Look what trouble a simple typo can get you into, Laurence!

Snappy switch

A few years ago I really got into photography. At the time, I was using a Windows laptop that struggled to even open JEPGs. I knew very little about Macs but was seduced by the shiny aluminium all-in-one 24-inch iMac, so I decided to buy it. I've never looked back. I can now edit RAW photos with native apps and even after three years it still works like it did the day I took it out of the box. What I really love about it is that even after three years, *MacFormat* keeps showing me new things I can do with my Mac.

As a long-time Windows user I found it hard to switch my allegiance when I made the move, but looking back now I really can't see why. When OS X 10.6 arrived, Windows 7 came at the same time. Many reviews compared the two systems, but now time has passed there's one clear winner and it's OS X 10.6.

Andrew Drane

MacFormat replies: Thanks for the email, Andrew. It's always good to hear the experiences of readers who have made the switch. ●

APPLE EVENTS / What's going on?

STREAMING MEDIA EST, New York

10-11 May 2011

No surprise this year's streaming media show sees an additional focus on HTML5 video and a particular strand detailing the power and potential pitfalls of iOS development.

MACFORMAT

Issue 235, 25 May

Everything Apple inside the best UK Mac magazine – don't miss the next issue.

D: ALL THINGS DIGITAL, near Los Angeles

31 May - 2 June, 2011

Already sold out, this key industry event promises another glimpse at future development and key innovation. Speakers include Nokia, Twitter and Google.

WWDC, San Francisco

6-10 June, 2011

Apple's annual developer event puts software in the spotlight as it promises us a glimpse at the future of Mac OS X and iOS.

E3, Los Angeles

7-9 June, 2011

This annual video game conference and show at the Los Angeles Convention centre is likely to see more iOS than ever.

EUROPEAN MAC OS X AND iOS TRAINING CAMP, France

14-22 June, 2011

With an added iOS edge for the first time, this camp boosts Apple's plan to eventually unify both OSes.

iTUNES FESTIVAL, London

July 2011

Apple's annual UK music festival is back, featuring over 60 acts over 31 nights at London's Roundhouse. Acts announced so far include Beady Eye and Mogwai.

IBC EXHIBITION, Amsterdam

9-13 September, 2011

IBC is the leading international forum for the electronic media industry, offering everything across the content value chain.

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Words: Ian Osborne **Photography:** Courtesy of Apple

MacFormat investigates

OS X Lion: The

The latest version of OS X is due this summer, and it's shaping up well. We look at what OS X 10.7 Lion will bring, and why you should be excited…

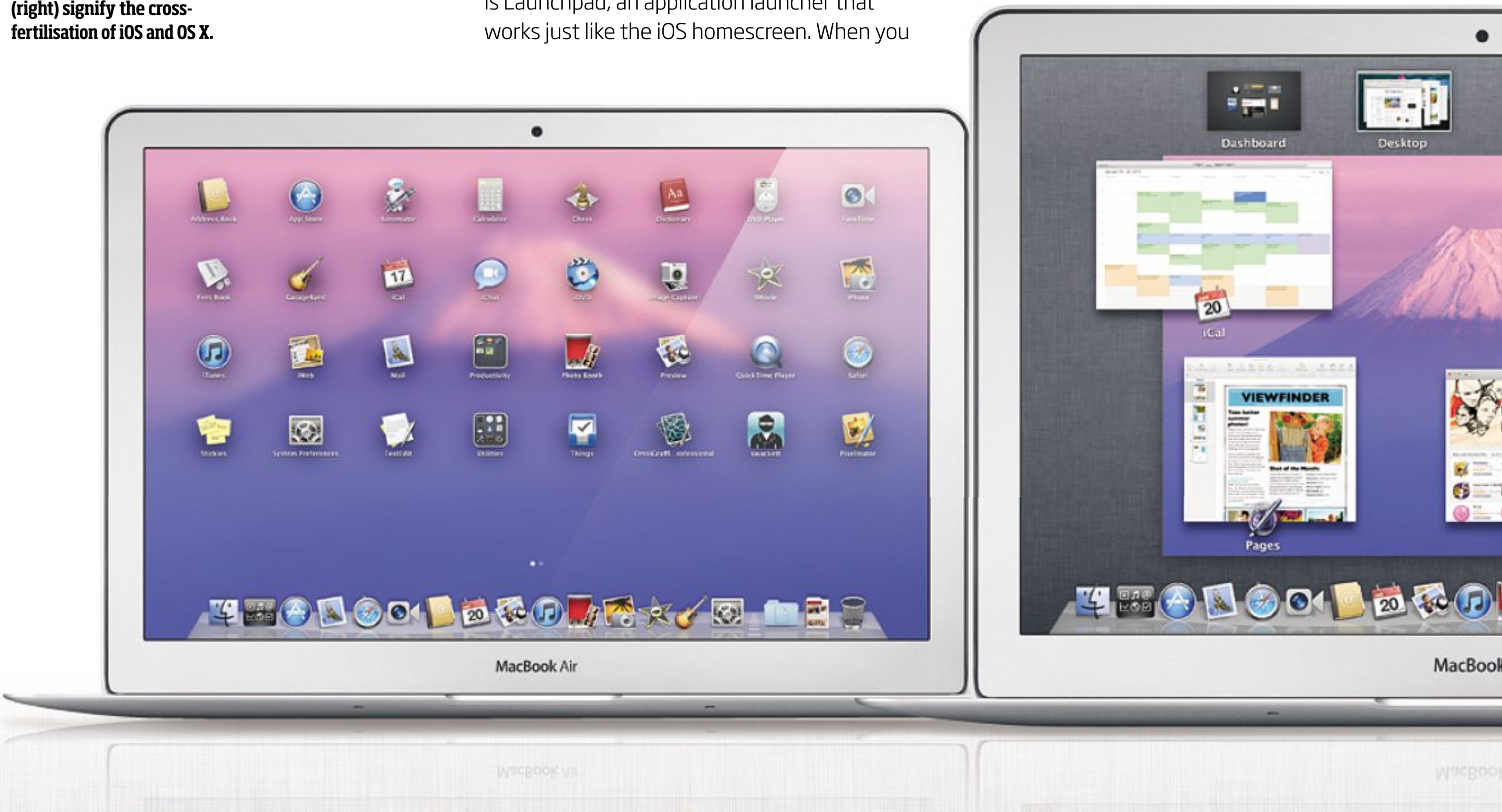
When OS X 10.7 Lion was first announced back in October 2010, it received a lukewarm response. Apple lifted the lid on very few of its features, and what was shown was useful, but by no means essential. Since then, two things have happened. Apple demoed the new operating system to the media back in February, revealing far more of its secrets. Also in February, a preview version of Lion was released to developers, leading to inevitable information leaks on the internet. We now know much more about OS X Lion than we did when we first previewed it back in *MF229*. So what will it bring us, and are we sufficiently excited?

Announcing Lion at the Autumn 2010 keynote, Steve Jobs said the new OS would bring features developed for iOS back to the Mac. "We started with Mac OS X, repurposed it for the iPhone and used it in the iPad as well," he explained. "Now we're bringing some of its ideas back to the Mac." And this philosophy runs through the heart of Lion.

A new feature that's obviously inspired by iOS is Launchpad, an application launcher that works just like the iOS homescreen. When you open Launchpad, open windows fade away to be replaced by a grid of application icons, just like you see on your iPad, iPhone or iPod touch. You can rearrange their position by dragging icons to different locations, and group them in virtual folders. And as with iOS, multiple pages of apps can be navigated with a swipe gesture.

Another feature making its way from iOS to Mac OS is fullscreen applications. With a single click, apps written to take advantage of this feature can fill the entire screen, with no borders or distractions. You can swipe between fullscreen applications and the desktop to use your apps that are not being viewed fullscreen. Naturally, *iLife* and OS X-native apps such as *iCal, iPhoto, Preview* and *Mail* will have a fullscreen option, and system-wide support allows third-party developers to include the feature in their own applications.

Mission Control combines *Exposé*, Spaces and *Dashboard* into a single feature, giving an overview of everything that's open on your Mac.



New Lion features such as Launchpad (left), Mission Control (centre) and Mail 5 (right) signify the cross-fertilisation of iOS and OS X.

story so far...

Mission Control groups open windows according to the application in which they're running, making it much easier to find what you're looking for. As such, thumbnails of Spaces-style virtual desktops and fullscreen apps are shown across the top of the screen, along with the *Dashboard*.

Auto-saving OS

The way OS X saves your work has undergone a revision, with two new features added for Lion. Instead of pressing ⌘+S every couple of minutes, saving is automatic in OS X 10.7. It does more than simply save a backup copy as you go, like *Microsoft Word* and *TextEdit* do already. Instead, it saves the changes that have been made to a document instead of saving the file in its entirety, so it doesn't waste disk space. You can lock a document to prevent changes being auto-saved, and documents are automatically locked after two weeks. The Auto Save feature is only available in applications written to take advantage of it, so remember to manually save documents created in non-auto-saving apps. The second new save feature, Versions, creates a history of a document as you work on it. A copy is automatically saved every hour and each time you open it (as well as manually whenever you wish). You can revert to a saved version of your document using a *Time Machine*-like interface, or simply open an older version and copy something you regret editing out, pasting it into the current document.

If you've ever put off installing a software update as you didn't want the hassle of restarting your Mac while in the middle of something, you'll definitely welcome Lion's new Resume feature. When a Lion Mac restarts, it returns to exactly the same state it was in before it shut down. Running applications relaunch and open windows reopen. It's so comprehensive that if you highlighted text in an open document or app, it's highlighted again on restart. This will prove incredibly useful, and a major timesaver; no need to save your work, close everything down and then relaunch it all after boot-up. With Lion, it's all done automatically. Like fullscreen apps and Auto Save, Resume is only available in (to use Apple's term) "apps that have been developed to work with Lion". Third-party developers will no doubt welcome the opportunity to take advantage of these exciting system features, but it remains to be seen how fast software will absorb another level of OS integration.

AirDrop is an exciting but limited transfer system that works over Wi-Fi. By clicking the AirDrop icon in your *Finder* sidebar, you're shown every nearby Mac that's also using AirDrop. If someone in your *Address Book* runs the

DID YOU KNOW THIS?

At the time of writing, Lion has no firm release date, but we're told to expect it in Summer 2011. Apple's World Wide Developer Conference takes place on 6 June. We'll see more of Lion then, but will it also be released?

iPhoto
Mail
Safari
SketchBook Pro
App Store
Book Air
MacBook Air

OPINION / WHAT THE MACFORMAT TEAM THINK ABOUT LION

Graham Barlow
Editor-in-Chief

Lion is unusual in that it's the first major desktop OS to take its inspiration from mobile devices, essentially changing the way you interact with your Mac. Because Gestures are so fundamental to the Lion experience, you really need a Magic Trackpad or Magic Mouse to get the most from it. It also points the way forward to a future convergence of Apple's mobile and desktop OS. I can't wait!

Christopher Phin
Deputy Editor

It's an odd thing for the editor of *MacFormat's* sister iOS title, *Tap!*, to say, but I'm uncomfortable with Mac OS's iOS-ification. I shouldn't dismiss it until I use it properly, but it looks crowbarred to me, as if Apple's trying to convince Windows iPhone owners to try Mac. *Mail* is a missed opportunity to take proper advantage of widescreen displays, though Auto-Save and Versions are most welcome; I'll still upgrade!

Ian Osborne
Reviews Editor

If I was underwhelmed when Lion was first announced, I'm far more enthusiastic now. Being able to restart your Mac into exactly the same state it was in when you shut it down will be incredibly useful, and the iOS-like Launchpad could prove a great way to organise and access your apps. Gestures are becoming an essential feature for OS X; I'll prepare for Lion by investing in a Magic Trackpad.

Tim Hardwick
Production Editor

OS X Lion looks to be the best evidence yet that Macs are slowly overcoming an age-old bottleneck in computer architecture. The ubiquity of flash-based iOS devices and solid-state MacBooks make features like Resume and Auto Save eminently feasible – the inevitable trickle-down effect following the Mac's liberation from mechanical platter hard disks. Put me down for a copy! (On a flash key, naturally.)

Alex Thomas
Art Editor

I can't help but feel Apple is sacrificing some of its famed design simplicity with this OS. Launchpad and Mission Control seem to add a level of fussiness to the desktop and make it very cluttered, which upsets my perfectionist tendencies! However, I felt the same about Stacks at first so I'm prepared to be proved wrong in time. I love the idea of Versions though, it's like a system-wide Undo button!

Mac, the photo associated with the profile is also shown. To send someone a file or folder, you simply drag it onto his or her name. AirDrop is peer-to-peer, connecting via Wi-Fi regardless of whether the Macs are on the same network. Transferred files are saved to the recipient's Downloads folder, but only after being accepted; you can't copy something to someone else's Mac without their knowledge and permission. Unfortunately, AirDrop is only for Macs running Lion. You can't, for example, transfer a file from your Lion iMac to a colleague's Snow Leopard MacBook Pro, and you certainly can't AirDrop to a PC. The feature will be welcomed in the *MacFormat* office, where transferring files from Mac to Mac is commonplace, but if you're in a mixed Mac-PC environment or not all local Macs run the latest version of the operating system, you'll have to stick with Dropbox or USB flash drives.

DID YOU KNOW THIS?

The desktop background in the handful of officially released Lion screenshots is a picture of Mount Fuji, which is Japan's highest mountain. No-one knows if the image will remain in the final release.

App revisions

Lion sees OS X's native applications revised. *Address Book* now resembles a physical book like the iPad version, with contacts listed on the left-hand page and individual contact details on the right. An icon disguised as a red bookmark ribbon is used to access your groups. The change hasn't been met with universal enthusiasm. The current version of *Address Book* offers a three-pane view, with groups, contacts and details readily available. Switching to two panels for no better reason than to preserve a visual metaphor might be considered a backwards step. An option to return to 'Classic Window' has been found in a debug menu; we hope it's available as a Preferences option for the final release.

Another OS X app that's adopted the look and feel of its iOS counterpart is *Mail*. The new version, *Mail 5*, makes much better use of its window space, showing a list of messages in your inbox and a full-height preview of the selected message. Its new Conversation View lets you thread messages from the same conversation in a timeline, even if the email's subject is changed. This makes an email exchange as easy to follow as a forum or newsgroup thread. *Mail 5* is compatible with *Microsoft Exchange Server 2010*, and incorporates a powerful new search feature. Also, instead of a single flag to indicate an important message, you now have several coloured flags to choose from. This could prove useful if you want to flag different messages for different reasons or levels of priority.

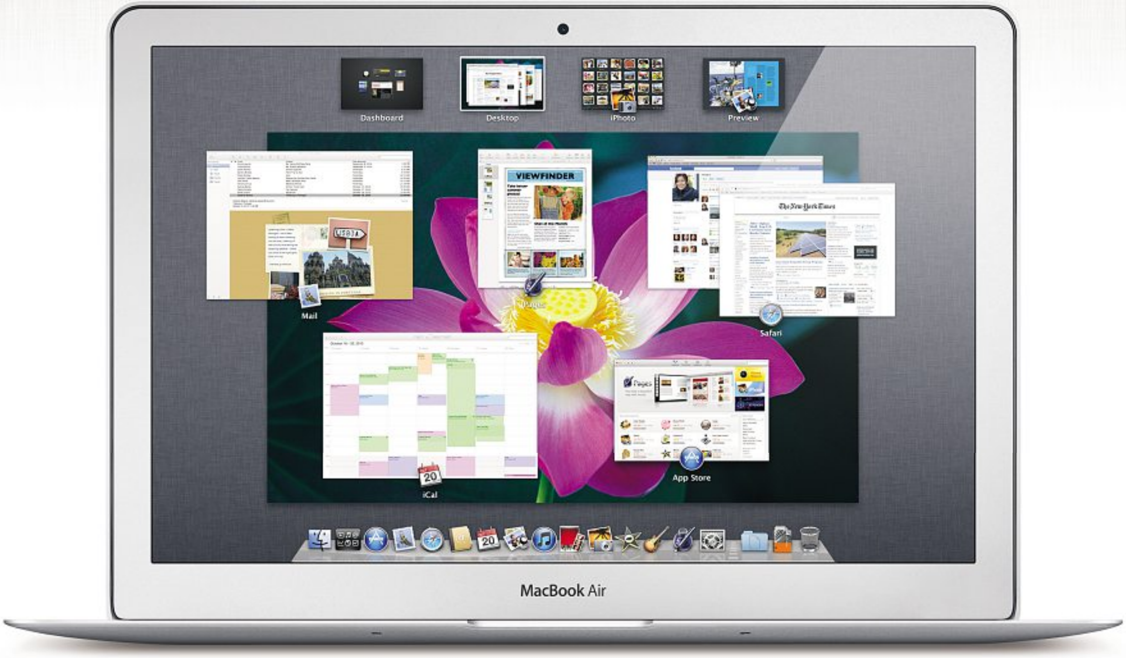
QuickTime Player gains some features previously present in the paid-for *Pro* version of the application. You can copy and paste, insert a clip, crop, trim or rotate a video and resize your movie. Video sharing is built in, enabling you to export footage to MobileMe, Facebook, YouTube, Flickr, Vimeo, *iTunes* and *Mail*. Screen recording is enhanced, allowing you to record a section of the screen simply by selecting it with your mouse.

Signed for

Preview has a very interesting new feature. Signature Capture digitises your pen-and-ink signature for use in documents and emails. You simply hold the paper version in front of your Mac's webcam and your signature is captured. *iCal* has picked up a few features from the iPad version, and also a Year view alongside Day, Week and Month. Its layout has been simplified, with a very clean and tidy user interface. *iChat* has also undergone a minor revision, with support for *Yahoo! Messenger* added. Finally, *Safari* benefits from Apple's new WebKit2 engine, making it faster and more stable. Code-wise, each open tab stands alone like a separate app, so if a web page crashes, it doesn't take down the whole browser.

Unsurprisingly, much use is made of system-wide Gestures. They're so widely used and well integrated into Lion, we wonder how comfortable the new OS will be without them. Will those who use a desktop Mac without a Magic Mouse or Magic Trackpad feel they're missing out? Developers with access to the Lion preview have complained that the vertical scrolling gesture on a trackpad has been reversed to match the iPad's. Previously, moving your fingers down on a trackpad scrolled the window downwards, matching the actions of a mouse's scroll wheel. Now it scrolls upwards, like on iOS devices where you interact with the window more directly. This could get very confusing. We hope it's optional in the final build.

There are some notable changes in *Finder*, the Aqua interface and the system in general.



Lion's Mission Control should act like a central hub for your running tasks and applications.

With Lion you can resize a window with all four corners, not just the bottom-right. Lion's scroll bars are similar to those in iOS, appearing when needed and fading after use. *Finder* windows include a new sidebar option called All My Files. This gives you a handy overview of every file on your Mac, which you can then order according to date, kind, size, name and more. Interestingly, if you take a close look at the icon – a drawer full of documents – several of them show quotes from Steve Jobs. OS X's popular Quick Look feature has been expanded. Spotlight search results can be previewed, as can URLs sent to you in *Mail* or *iChat*. You can also Quick Look within Stacks. Unfortunately, there appear to be no tabbed *Finder* windows, a feature we hoped would be introduced in OS X 10.7.

Get protected

On a technical level, the FileVault security option now encrypts your entire hard drive, not just the Home folder. It encrypts as you work and decrypts on the fly using XTS-AES 128 data encryption; we're promised it's totally unintrusive. A recovery partition containing utilities found on OS X install discs can be used to restart your Mac after a particularly bad crash without having to boot from the optical drive, and SSD TRIM support has been added to keep solid-state drives optimised. Perhaps most significantly, the server edition of Lion is incorporated into the client version. As Snow Leopard's Server Edition is sold separately for £417, this represents quite a saving for those who want to set up a Mac purely as a server.

A few features have fallen by the wayside. The developer preview of OS X 10.7 has no *Front Row*, so if you want to use a media centre with Lion, you have to install a third-party application such as *Plex* or *XMBC*. *Adobe Flash Player* and *Java Runtime* are no longer installed by default but can be added manually, and the translation bridge Rosetta has gone entirely, with no option for it to be installed. Without it, applications written for the PowerPC architecture cannot run on Intel Macs. If you open the *System Profiler* found in Applications > Utilities, click on Applications and sort them according to Kind, you can see what (if any) PowerPC apps you have on your Mac. If you're planning to upgrade to Lion, they must be upgraded or abandoned. Like Snow Leopard, Lion is Intel-only. The developer preview demands an Intel Core 2 Duo processor or later, though the full system requirements have not yet been released, and are subject to change before the final version is with us.

Mac OS X 10.7 Lion is shaping up to be an excellent release. With powerful and practical new features and some welcome polish on existing ones, it seems set to radically change the way we use our Macs. We may not have been excited when it was first announced, but we certainly are now. ●

DID YOU KNOW THIS?

Several references to something called 'Find My Mac' have been found in Lion's developer preview. Could it be that Apple is working on a Mac version of the popular iOS location feature? We'll known more soon.

Twitter @#! talk

From the Twittersphere

We asked:
Are you looking forward to the release of Mac OS X 10.7 Lion and if so, why?

@markysharky
"Looking forward to it? I'm already using it! The added/new Gesture functionality has become second nature so quickly."

@rosshaywood
"I'm really looking forward to AirDrop, Mission Control and general performance tweaks. Not really interested in Launchpad!"

@HotfireLegend
"Not for me. I already have Snow Leopard. I don't need Lion's new features (or its cost)."

@Thetechbox
"I don't think it will change everything (again), but the features it does bring do look pretty good. Looking forward to Mail 5."

@peachtraining
"We cannot wait! Server built into the OS sounds interesting, and the reason why Apple chose to do this will be even more so!"

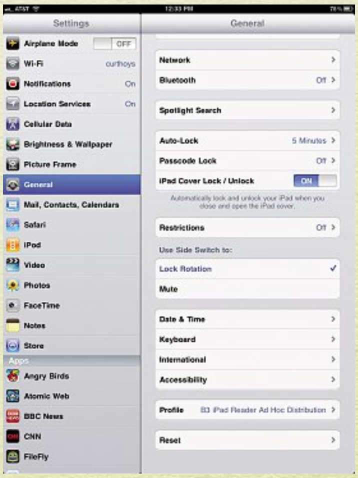
@jashley94
"I'm not. I want a Mac as a computer, not something that's turning more and more into an iPhone/iPod. If I wanted iOS, I'd get it."

@CraigGrannell
"Looking fwd to the potential (full-screen/autosave/auto-resume); not looking fwd to how long devs will take to update apps."

Words: Roberto Baldwin, Paul Curthoys & Nic Vargus

Master your iPad 2

That's one mighty powerful tablet you've got there. Let's make sure you know how to get the most out of its spiffiest new toys…


AT&T
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Airplane Mode
Wi-Fi
Notifications
Location Services
Cellular Data
Brightness & Wallpaper
Picture Frame
General
Mail, Contacts, Calendars
Safari
iPod
Video
Photos
FaceTime
Notes
Store
Apps
Angry Birds
Atomic Web
BBC News
CNN
FileFly

General

Airplane Mode OFF
Wi-Fi curthoys
Notifications On
Location Services On

Network
Bluetooth Off
Spotlight Search
Auto-Lock 5 Minutes
Passcode Lock Off
iPad Cover Lock / Unlock ON

Automatically lock and unlock your iPad when you close and open the iPad cover.

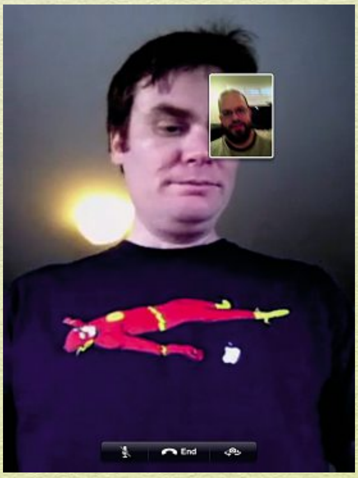
Restrictions Off

Use Side Switch to:
Lock Rotation ✓
Mute

Date & Time
Keyboard
International
Accessibility
Profile 83 iPad Reader Ad Hoc Distribution
Reset

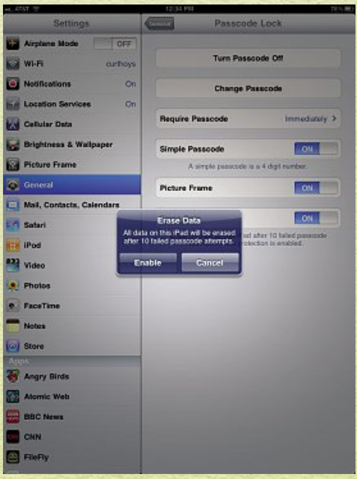
01 Orientation Lock or Mute?

The internet got mightily upset when Orientation Lock was replaced with Mute on the iPad during the last iOS update. Apple listened, so now you can go to Settings > General to select either Lock Rotation or Mute.



02 FaceTime views

Once you've started a FaceTime video call, you can actually move the picture-in-picture window that shows your own face, simply by dragging it around with your finger. Just move yourself to a spot where you're not in the way, and that's it!


AT&T
12:34 PM
78%
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Wi-Fi
Notifications
Location Services
Cellular Data
Brightness & Wallpaper
Picture Frame
General
Mail, Contacts, Calendars
Safari
iPod
Video
Photos
FaceTime
Notes
Store
Apps
Angry Birds
Atomic Web
BBC News
CNN
FileFly
General
Enable
Cancel

Passcode Lock

Airplane Mode OFF
Wi-Fi curthoys
Notifications On
Location Services On

Turn Passcode Off
Change Passcode
Require Passcode Immediately
Simple Passcode ON

A simple passcode is a 4 digit number.

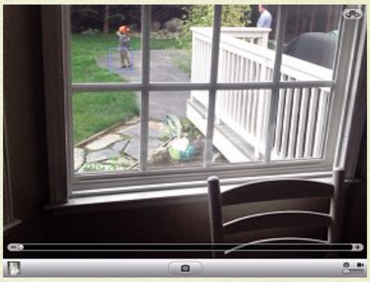
Picture Frame ON
ON

Erase Data

All data on this iPad will be erased after 10 failed passcode attempts.

03 Passcode Denied… DELETE ALL!

If you're carrying around sensitive data, you can now enable a feature that erases everything if someone inputs the incorrect passcode 10 times. Navigate to Settings > General > Passcode Lock > Erase Data.



04 Focus & meter

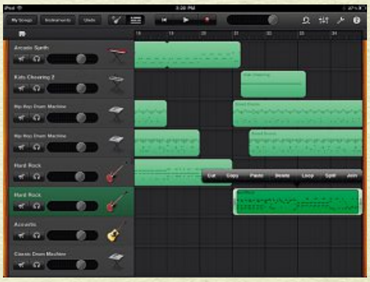
In the *Camera* app, tap on your subject to both focus on and meter the light. In this shot, notice how the chair is dark and the boy outside is properly metered. You can reverse that by simply tapping on the chair.

05 Don't zoom – ever

Just don't use the 5x digital zoom. The camera's very low-res as it is, and zooming only makes your shots more cruddy. Either zoom with your feet (walk closer or farther away) or just crop your images afterwards.

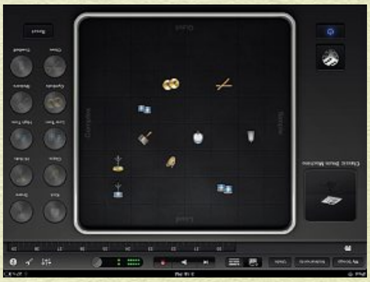
06 Get a grip

You'll probably hold the iPad by its sides, but it'll rotate to put the shutter button at the bottom, making you wobble when you reach for it. So use the orientation lock to put the shutter where you can easily thumb it.



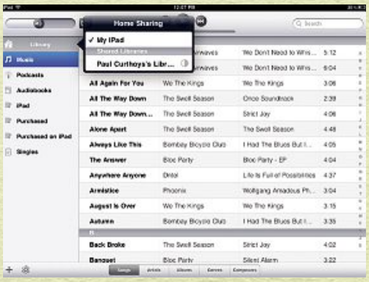
07 GarageBand tracks

When making an additional recording with the same instrument, add a new instrument track and record on that first. When you've recorded your new part, copy and paste it to the proper track so you don't record over it.



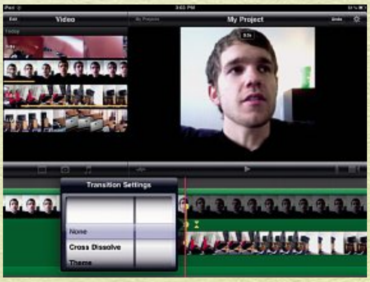
08 GarageBand drums

In Smart Drums, you can move around rhythm elements as you record. Holding down on an element will cause it to hover, and as it passes into new sections of the grid, it will record a new rhythm. The drums update in real time.



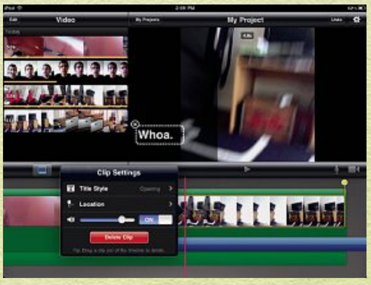
09 Home Sharing

Turn on Home Sharing in *iTunes* (Advanced menu) and on your iPad (Settings > iPod). Next, launch the iPod app on your iPad. In the left column, find the little house with 'Library' next to it. Tap on that, then a Shared Library.



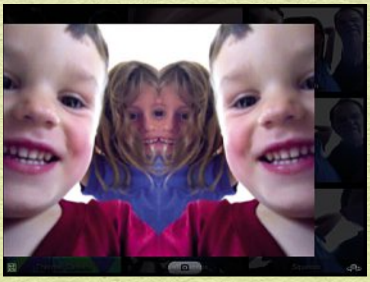
10 iMovie editing

To access the Precision Editor, reverse-pinch the timeline where a transition sits. To make a cut without a Cross Dissolve or Theme settings, double-tap the circle between the two clips; set Transition settings to None.



11 iMovie audio

Can't hear the audio from your clips? *iMovie* has a nasty habit of muting clip audio when there are multiple audio tracks. To fix this, simply double-tap a clip. Flip the toggle switch for audio to return things to normal.



12 Photo Booth fun!

Sure, you're great, but *Photo Booth* is even more fun if you point it at friends or family. Simply tap the 'twirly camera' icon in the bottom right. Snap stills by hitting the shutter button; *Photo Booth* doesn't do video.

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Words: Laurence Cable
Illustration: MagicTorch

Get help with your Mac!

From time to time your Mac might misbehave – here's some advice for getting it back on track

Macs are brilliant – that's why you bought one, right? For most of the time, owning a Mac will be a flawless experience and you can enjoy all its great features. But occasionally, things might happen to your machine that shouldn't – an email refuses to send, a CD gets stuck in the drive, files won't open or, in the worst case, it refuses to start up.

If anything does go wrong with it, don't immediately throw your arms up in despair, because most common glitches have simple solutions. From startup and networking issues to general slowdowns, we've got answers to your Mac troubles that should have you back up and running in no time.

Even if your Mac's running fine, there are a couple of things you should do on a regular basis to make sure it stays on top form – that is repair the permissions, clear the caches and run a daily, weekly and monthly maintenance. The easiest way is to use an app that'll do all this and more for you, such as *Onyx* or *Cocktail*. Run the tasks then restart once a week as a matter of course (why not set an *iCal* reminder?); they should be your first port of call with any Mac problem you face. And if your problem is stubbornly resistant to our fixes, we'll show you where to go and what to do next, to set you on the road to Mac recovery. >>

>> ON THE DISC
Find many featured apps on your disc

Startup issues

Here's what to do if your Mac won't start up

» QUICK TIP

To back up your files in **Target Disk** mode, hold down T as you switch on your Mac until the FireWire icon appears on your screen. Then plug a FireWire cable between your Mac and another – yours will appear on its desktop as a removable drive. You can then copy your files off it and back them up.

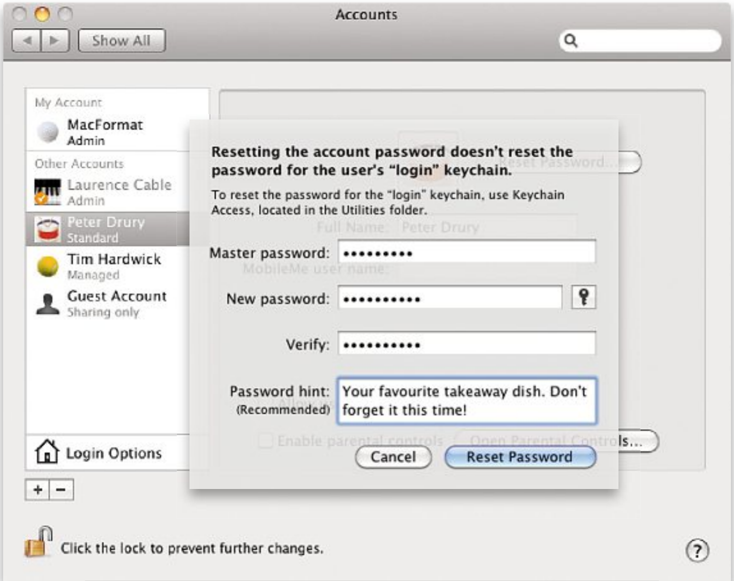
"My Mac won't switch on at all – what can I do?"

If you have an iMac, Mac mini or Mac Pro, try another lead, a different power outlet or the lead with a different device and swap the fuse. Also, check if it's your external screen that's not on as opposed to the Mac – If none of this helps, try resetting the System Management Controller (SMC, see page 36). If this fails, the power supply in your Mac could have failed. Apple may replace it under warranty or AppleCare.

If you have a notebook, check the battery's charged or plugged in. If the light on the connector is not coming on, plug the adapter into a different socket. If the adapter's working, resetting the SMC may help. Still no joy? The power adapter could have failed. If you have AppleCare, take it back to Apple – if that doesn't help, something may be wrong inside your Mac. That's one for Apple to look at.

"My Mac switches on but beeps at me or won't start up"

A beeping Mac suggests a RAM issue – have you recently upgraded? Are the chips slotted in correctly? Remove and reseat them.



Resetting the account password doesn't reset the password for the user's "login" keychain.

To reset the password for the "login" keychain, use Keychain Access, located in the Utilities folder.

Master password: •••••••••

New password: ••••••••••

Verify: ••••••••••

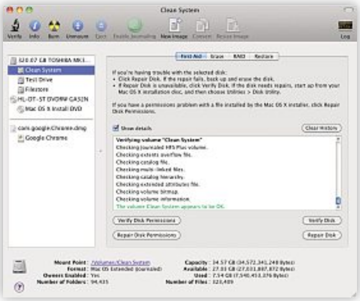
Password hint: (Recommended) Your favourite takeaway dish. Don't forget it this time!

Click the lock to prevent further changes.

Is your memory so bad you can't even recall your favourite food? The main Admin can help.

Unplug all but mouse and keyboard and restart. If your Mac boots normally, the external kit or its software may be at fault. Plug them in one at a time to identify the culprit. When you have, uninstall its driver software, then reinstall it. If you're still having trouble, hold down ⇧ as you switch on your Mac to perform a Safe boot. No luck? Turn off your Mac, hold ⌘+⌥+P+R and switch on again. Release the keys when you hear the startup chime the second time.

Alternatively pop in the OS X install DVD, restart holding C and open *Disk Utility* from the Utilities menu. Run the disk and permissions repairs, repeatedly, until you get the all-clear.



If things are looking iffy, try Disk Utility. Rinse and repeat until you get a result.

If it still won't boot, restart with your Applications Install disc in the drive and hold down D. Run the Apple Hardware Test. If it finds problems and the component is removable, remove it and see if this helps. If the hardware seems fine, reinstall Mac OS X, but before you do, back up files in Target Disk mode. Boot from the OS X DVD. A last resort is to boot from the OS X DVD, use *Disk Utility* to wipe your drive and install OS X on the clean disk.

"I've forgotten my account password. How can I log in?"

The main administrator can change passwords in System Preferences > Accounts. If you are the main administrator, try the Forgot Password button on the login pane. In FileVault this button is labelled Reset Password. If none of this helps, restart with the OS X DVD, holding down C. In the Installer's Utilities menu, choose Reset Password. If your Home folder was encrypted with FileVault, and you don't have the password, your Home folder's contents will be gone.

» HOW TO / Control your Mac

Hold down these buttons at startup for the following functions

Mouse/trackpad button	Eject CD/DVD
C	Boot from CD/DVD
T	Enter FireWire Target Disk Mode
⌥	Display startup disk selector
⇧	Safe boot
X	Force Mac OS X to boot (if you've got other OSes installed)
⌘+V	Start in Verbose mode
⌘+S	Start in single user mode
⌘+⌥+P+R	Reset the PRAM

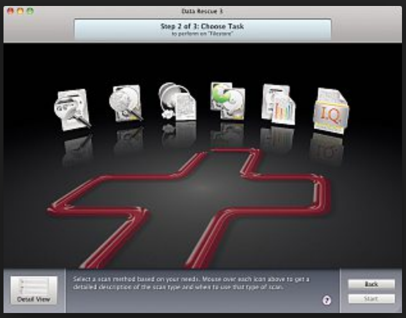
Some of these won't work if you've enabled a firmware password. If you want to boot from another drive, hold ⌥ at startup. Type the password and press ↩. To remove the password, boot from the OS X DVD choosing **Firmware Password Utility** from **Utilities**.

Software and files

Open odd files, recover lost ones and resuscitate apps

» HOW TO / Recover accidentally deleted files

Have you got a backup, *Time Machine* or otherwise? If so, recover the file from there (open *Time Machine*, browse back to the file and click **Restore**). Some apps include auto-save and auto-recovery features, which may be able to salvage something. Otherwise, you may be able to get your files back using special recovery software such as Prosoft's *Data Rescue 3*. To give the recovery app the best chance of success, run it as soon as possible after deleting the file. *Data Rescue 3* will scan for free and allow you to recover a single file under 10MB, but for the full functionality, it will set you back $100 (just over £60). You'll need to assess how much lost file is worth.


Data Rescue 3
Step 2 of 3: Choose Task
to perform on "Filestore"
Detail View
Back
Start

Select a scan method based on your needs. Mouse over each icon above to get a detailed description of the scan type and when to use that type of scan.

Recover a deleted file with special software.

"All of a sudden one of my apps no longer opens"

Have you checked it's the latest version of the app? If not, update it. If it is, open your hard drive and go to Library/Preferences and find any .plist files related to that app. Drag them to your desktop. Do the same for the Users/youruser name/Library/Preferences folder. If not, uninstall it. Don't just drag its icon to the Trash, but run its uninstaller or use a program such as *AppDelete* or *CleanMyMac*. Then restart your Mac and reinstall the app. If not, it could be conflicting with something else on your Mac. So, back everything up, wipe your hard drive and reinstall OS X. Install the app again. If all's well, don't use *Migration Assistant* because this could reintroduce the problem – instead, reinstall your apps and copy back files manually from the backup.

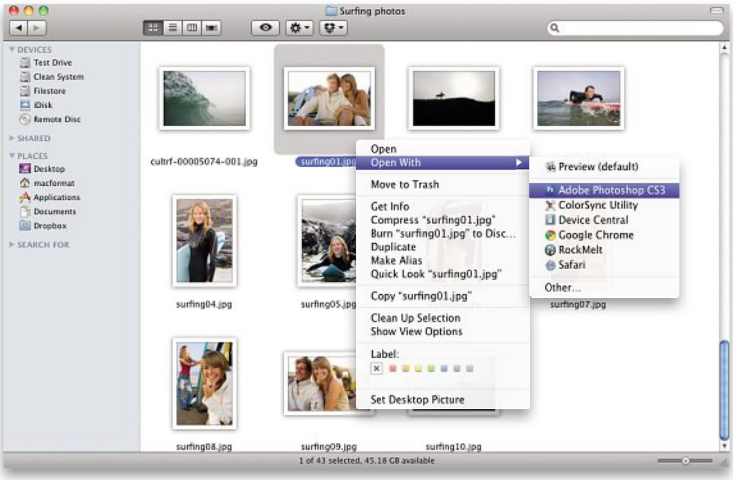
"I've got a file I can't open! What can I do?"

You're probably missing the app you need to view it. Does it have .docx or .wmv on the end of its name? This will help you pinpoint what kind of file it is, and therefore, what software you'll need to open it. Do a search on the web for the file extension followed by the word 'Mac' to find an app to open it. For media files, *VLC* is a good bet. If you think one of your existing apps should be able to open the file, drag it onto the app's icon (either in your Dock or the Applications folder). This will attempt to open the document using your chosen app. If the app doesn't go dark, press ⌘+⌥ to force it to try.

"A file I've been working on is now refusing to open!"

What error message are you seeing? If it's that it doesn't know what app to open the file with, right-click the icon, hover over Open With and see if you can use one of the apps there. If you don't think any of these will do the trick, or the app you want isn't listed there, click Other… to browse your Applications folder to find the right one. If you can't find the app, it may have been deleted, so pop in the installer disc, or download it again.

The other possible error message is that a particular app is unable to open the file. If the wrong app is loading up, follow the above instructions to open it in the right program. But say the correct program is unable to load it – then the file is probably corrupted. If so, the best option is to delve into your *Time Machine* backup and restore an earlier version.


Surfing photos
DEVICES
Test Drive
Clean System
Filestore
iDisk
Remote Disc
SHARED
PLACES
Desktop
macformat
Applications
Documents
Dropbox
SEARCH FOR
cultrf-00005074-001.jpg
surfing01.jpg
surfing04.jpg
surfing05.jpg
surfing07.jpg
surfing08.jpg
surfing09.jpg
surfing10.jpg
Open
Open With
Move to Trash
Get Info
Compress "surfing01.jpg"
Burn "surfing01.jpg" to Disc…
Duplicate
Make Alias
Quick Look "surfing01.jpg"
Copy "surfing01.jpg"
Clean Up Selection
Show View Options
Label:
Set Desktop Picture
Preview (default)
Adobe Photoshop CS3
ColorSync Utility
Device Central
Google Chrome
RockMelt
Safari
Other…
1 of 43 selected, 45.18 GB available

There are lots of different file formats available, so check you have the app to open them.

"Spotlight can't find my file – but I know it exists!"

Open *System Preferences* and click Spotlight. In the Privacy tab, make sure the folder containing the file isn't in this exclusion list. If it is, select it and click the '-'. Another cause of Spotlight failing to find files is that its database needs rebuilding. Drag your hard drive icon into the exclusion list, quit *System Preferences*. Then open it up, go back to the pane and select your hard drive. Click the '-' and Spotlight will re-index your disk. »

» QUICK TIP

If you don't already use *Time Machine* to make regular backups of your Mac, go out and get yourself an external hard drive now! Keeping backups will mean you can recover most things, should something go amiss. Set up *Time Machine* in System Preferences > Time Machine.

Improve performance

Is your Mac slowing down or crashing for no reason?

» QUICK TIP

Two easy ways to boost your Mac's performance are to install additional RAM and to swap your hard drive for a solid-state drive (SSD). We've got a tutorial this month on RAM upgrades (see page 66), and covered SSDs in *MF231*.

"Why does my Mac randomly crash or kernel panic?"

Random crashes and kernel panics (when the screen goes dark and you're told to restart) could be down to hardware going wrong. Check things aren't getting too hot – are any of the air vents filled with dust? A utility such as *iStat Menus* will enable you to see how hot different parts of your Mac are running. Every model is different, but unless you're doing some really intensive work, it shouldn't be going above 80°C.

Next, check your RAM is seated properly by removing it (see page 66) and plugging it back in, and run the *Apple Hardware Test* by inserting your Applications Install DVD and restarting while holding down D. If this finds no trouble, you could work through crash logs to pinpoint what might be causing it, but we suggest, you back up your hard drive, erase it and reinstall OS X.

» HOW TO / Reset the SMC

If your Mac's been running slowly or refusing to start up, resetting the System Management Controller (SMC on Intel Macs) or Power Management Unit (PMU, on PowerPC machines) sometimes helps. The SMC or PMU control the power given to components in your Mac, and resetting it can solve certain problems. However, it's not a universal fix and Apple has a list of specific conditions when an SMC/PMU reset may be appropriate. Even then, it's a last resort.

The way to do it differs between models. For Intel-based Macs, have a look at **http://bit.ly/intelsmc** for instructions on when and how to reset your SMC. And for older ones, check out **http://bit.ly/g3g4g5pmu** and **http://bit.ly/ibookpowerbookpmu**.

Resetting the SMC can solve certain performance issues.

"Everything's slowing down on my entire Mac!"

When you've experienced your Mac at its speedy best, slowdowns can be unbearable, but there are several things you can do. Have a look in your Applications folder and see if there's anything there you no longer use. Using an uninstaller app such as *AppDelete*, *AppZapper* or *CleanMyMac*, removes anything superfluous. This will also free up space for Mac OS X to use as virtual memory. If your boot drive still has less than 10GB free, it's a good idea to move some files elsewhere to enable the OS to perform to its best. Why not put your media on an external drive?

Now press F3 to open *Dashboard*, hold down ⌥, hover over any widgets you don't use and click the x to get rid of them – they put strain on your Mac.

A more extreme way to get your Mac back to its best is to back it up and then reinstall OS X, but don't then use *Migration Assistant*, as this could bring the problem with it. You'll need to copy your files across manually.

Lastly, think about how old your Mac is. As software becomes more demanding, older machines will slow down when they run it.

Finder File Edit View Go Window Help
London
Dictionary
Wednesday
16
March 2011
Translate from German
To English

They may look pretty, but Dashboard widgets are a drain on your Mac's performance.

"My keyboard has a faulty key. How can I fix it?"

If a key on your keyboard won't press down, it's likely there's something stuck under it. Every keyboard tends to be different, but with the recent Apple ones, you can prise the key off and give it a clean underneath, then clip it back in again. However, if you do this, it is entirely at your own risk!

"My mouse doesn't track or scroll properly"

It probably needs a good clean! Dirt and grime can build up on the bottom of a mouse over time, so scrape it off gently. To clean the scroll ball in a Mouse (formerly Mighty Mouse), roll the ball over some sticky tape to clean it.

Printing sorted

Printers can be temperamental, here's how to tame them

"Why can't my Mac detect my printer at all?"

Have you installed the driver software that came in the box? Also check the manufacturer's site and run *Software Update* to check for newer versions of the drivers. Now plug the printer in using a USB lead – it should show up automatically in the **Print & Fax** pane. If not, click the + and you ought to see it in the **Default** tab. If you can't, check it's switched on and that the cabling isn't faulty, and try a different USB port (or better still, test it with a different computer).

If it's a wireless printer you've got, it needs to be connected to the same network as your Mac. Use the printer's control panel to make sure Wi-Fi is enabled and it's hooked up to the correct network – you can often print a network diagnostics page to get all the details at a glance. If you recently altered the WPA key to get on your network, you'll need to change it on your printer as well.

Our fixes should have you printing to Wi-Fi or a USB printer in no time.

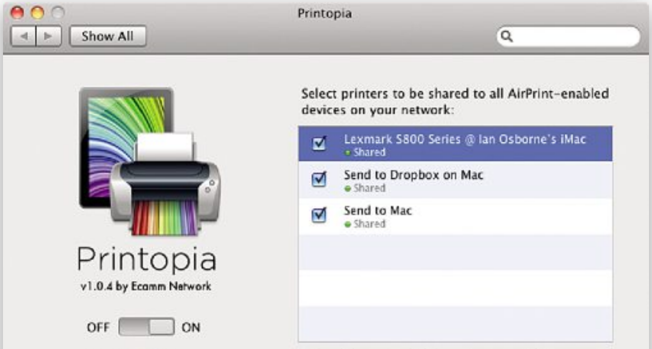
And try temporarily connecting your wireless printer to your Mac using a USB lead – does it appear in the Print & Fax pane now?

"Why am I getting these lines across my printouts?"

Blocked inkjet print heads are the likely culprit, so use the utility software that came with your printer to run the nozzle cleaning tasks (you'll find the software in your **Applications** or **Utilities** folder). It may take several goes, but run the nozzle clean until the test page prints out perfectly. While you're in the printer utility, it may be worth checking the print head alignment, which can also have an impact on your printouts.

Blocked nozzles are caused by ink drying out in the pipes when the printer isn't being used, so try to use your printer at least once a week to prevent blockages.

Faint areas suggest your ink or toner is running out – time to buy some more.



Select printers to be shared to all AirPrint-enabled devices on your network:

☑ Lexmark S800 Series @ Ian Osborne's iMac – Shared
☑ Send to Dropbox on Mac – Shared
☑ Send to Mac – Shared

Right-click or control-click on a printer to select paper size.

Status: Sharing

☑ Automatically check for updates

You needn't buy special AirPrint hardware – with Printopia, you can print from your iPhone or iPad to your existing printer.

"Is it possible to check ink or toner levels on my Mac?"

It depends if your printer supports this. Go to System Preferences > Print & Fax, select the printer, click **Options & Supplies…** and select the **Supply Levels** tab. Some printers may have a separate app that provides this info, so have a look in the **Applications** or **Utilities** folders to see what's there.

"Am I able to print from my iPhone or iPad?"

While *AirPrint* currently only works with a limited range of printers, there's a utility called *Printopia* (http://bit.ly/macformatprintopia) that enables you to print to any printer connected up to your Mac.

While we expect *AirPrint* to be opened up to more printers over time, using *Printopia* is a really easy way to run off hard copies from your iPad, iPhone or iPod touch in the interim. And at under £7, it won't break the bank.

»

» QUICK TIP

If you need to reinstall your printer drivers but you've lost the disc that came with it and can't find them online, Apple includes common ones with OS X. Pop in your Mac OS X DVD, run the *Optional Installs* app and choose the relevant drivers under **Printer Support**.

» HOW TO / Print troublesome docs

We'll assume your printer's on, not flashing any error lights, there's paper in it and you're not out of ink or toner – but you'd checked that already, hadn't you? Open the **Print & Fax** pane in *System Preferences*, select your printer and click **Open Print Queue…**. Check it's not paused – if it is, click **Resume Printer** at the top. There may be other documents in the print queue that are holding things up. Have any error messages appeared in this window? If so, they should give you a clue as to what's not right. Type the exact message into a Google search to look for answers.

If there are print jobs waiting that won't roll off the press, delete the lot and try printing again. The problem could be linked to an individual file or app, so try printing a different document from a different app. Should this not help, right-click the **Printers** column in **Print & Fax** and choose **Reset printing system…**

Hardware hassles

If a piece of kit is refusing to play ball, here's what to do

» QUICK TIP

If you connect a second screen or projector to your Mac, it assumes you want to extend your workspace onto it rather than replicating what the main display is showing. To change this, switch on **Mirroring** in System Preferences > Displays > Arrangement.

"My Mac won't recognise new external hardware"

Assuming your Mac meets the system requirements for whatever kit it is, have you checked all the wiring's okay? You might want to try hooking it up with a different lead and (where possible) port on your Mac.

Will the device work with another Mac? Are the lights on the device coming on? If not, there may be some problem with the hardware or its power adapter.

If you're sure that all the wiring is okay, you might want to check that you installed the driver software? Even if something says it'll work without drivers, it's often best to install them anyway. Furthermore, the version that you got in the box may be an old one, so go to the manufacturer's website and see if there's an update available. Old drivers can also conflict with new, so see if you can find an uninstaller for the old version before you install the new. This is particularly important if the software that comes in the box is for an older version of OS X than you're running. And it may seem obvious, but have you tried restarting?

Pair each of your Apple devices to an individual remote to stop them from responding to other controllers.

If you want to plug your external hard drive into your friend's PC, it'll need to be formatted as NTFS or FAT.

"My PC won't read my USB stick or external drive"

That's probably because it's formatted for the Mac, and therefore Windows won't be able to read this. To be able to plug the stick into a PC, it will need to be FAT or NTFS formatted. The former is preferable, because your Mac can't write to NTFS disks without special software (such as $20 NTFS for Mac, on the cover disc). To format a drive as FAT, open *Disk Utility* in Applications/Utilities/ select the drive on the left, click Erase and select MS-DOS (FAT) from the top drop-down. Remember that formatting a drive will wipe everything on it, so back things up first! When it's done, you'll see the Format information at the bottom has changed to FAT16 (for drives under 512MB) or FAT32 (anything over 512MB).

"My Apple TV remote interferes with my Mac"

This is really annoying, isn't it! You can pair up an Apple Remote with your Mac or Apple TV by holding it close to the sensor and pressing Menu and Right/Fast Forward for at least six seconds until you see two linked loops appear on the screen. This will stop that device listening to other remotes, but the remote in question will still control other kit. The way to prevent this is either to pair each device with an individual remote, or to disable the infrared sensor on your Mac, which you do in System Preferences > Security >General.

You can't disable the infrared sensor on an Apple TV or Universal Dock. To unpair a remote, incidentally, hold down Menu and Left/Rewind for at least six seconds while holding any remote close to an enabled infrared sensor.

» HOW TO / Solve DVD drive issues

You may hear the disc spinning fast, then slowing down again, but never appearing on your desktop. The fact it won't read any discs suggests the lens has got a bit grubby (as opposed to an individual CD being damaged), so you'll need to get yourself a lens cleaning CD. These are available from most electronics shops and will only cost you a few pounds.

CD stuck in the drive!

And the eject button on the keyboard won't do anything either, even if you hold it down for several seconds? In that case, restart your Mac while holding down the mouse or trackpad button. This'll force your machine to spit out the disc.

Can I use mini CDs?

No! Small or specially shaped CDs may look cute, but don't try putting one in your Mac's slot-loading optical drive. If you need to access what's on it, find someone who has a tray-loading drive and get at what you need that way.

iPod, iPhone and iPad

What to do if something goes wrong with your device

"iTunes can't see my device when I connect it!"

When you plug an iPhone, iPod or iPad into your Mac, the on-screen battery indicator will change to show it's charging or plugged in. Make sure you're not just seeing a normal battery; if you are, try a different USB lead, another USB port and be sure it's connected directly to your Mac and not an external hub. Furthermore, a device won't show up if it's very low on charge – wait a few minutes until it's got a bit more juice in it and it should appear.

If the connection is okay but *iTunes* is still not recognising it, run *Software Update* to make sure OS X and *iTunes* are both up to date. Try switching both your Mac and the device off and then on again.

Some software, including security and anti-virus apps, can cause problems, so try disabling or uninstalling these to see if that helps. Have you got any other iPod or iPhone-related software on your Mac? Uninstall and restart.

"I've lost the music on my Mac but I have it on my iPod"

To protect against music piracy, Apple doesn't enable you to copy music from your iPod to your Mac, but in a case like yours, you have a legitimate need to get music you own off your iPhone or iPod onto your Mac.

Download *Senuti* from **http://bit.ly/macsenuti**. There's a free trial available or the full version costs $19 (about £12). Install it, open the app and plug in your iPhone, iPad or iPod touch. Your music and playlists will appear in the window – select the songs you want and click **Transfer**.

» HOW TO / Get more battery life

If your battery seems to be running out on your iOS device rather quickly, there are a couple of things you can do. Disable any features on the device you're not using – 3G, Wi-Fi, Bluetooth, Push, Location Services and so on – and dim the screen's brightness. Avoid constantly skipping through songs (a better idea is to create playlists on your Mac of tracks you know you want to listen to?). It's also worth recalibrating your battery, which you can do by running it through a full charge cycle. Essentially, this means running it right down and then charging it fully. Repeat this process once a month.

For more information about how to care for your iPod, iPhone or iPad battery and keep it living longer, have a look at **www.apple.com/batteries**.

O2-UK
100%
09:00
Tuesday 21 December
slide to unlock

Love your battery and it will live longer.

"Syncing my iOS device without losing what's on it"

This isn't easy, because you need to transfer your *iTunes* library to the new machine in order for the iPhone or iPod to continue syncing as normal. On the old Mac, run *Software Update* to be sure you're running the latest version of *iTunes*. Next, open *iTunes*, press ⌘+, to open the **Preferences** and click **Advanced**. If it isn't already, the **Keep iTunes Media folder organised** box must be ticked. Doing this will move all your music into one place. The area above it will show you where the *iTunes* folder's kept (usually in **/Users/yourusername/Music**). Locate it in *Finder* and copy it to your new Mac's desktop (via an external hard drive or USB stick). Now find the *iTunes* folder on the new Mac. The old must replace the new, but if you've already got media on the newer machine, move its *iTunes* folder elsewhere on the hard drive for now. Then put the *iTunes* folder from your old Mac into **/Users/yourusername/Music** on the new one and fire up *iTunes*. All being well, your media library will appear safe and sound and you'll be able to sync away to your heart's content.

O2-UK
16:21
Tuesday
29
Calendar
Maps
Photos
Camera
Phone
Messages
23°
Weather
3
Things
Facebook
Notes
W. Europe
FlipTime
2.0
TouchPad
Pennies
iPod
Settings
Twitterrific
Reeder
30
Mail
Safari

If you get a new Mac, you can sync your iPhone to it without having to wipe it clean and start again.

"Charging is not supported by this accessory..."

If you see this message there could be a number of reasons your device won't charge. The power from the accessory or USB port may be too low, the cable may not be supported or there could be dirt in your dock connector. Try using a different accessory, cable and USB port, and carefully clean the dock connector in your device. »

» QUICK TIP

Newer iOS devices can generally be unplugged from your Mac whenever you please, but we'd recommend you don't do this mid-sync. Older ones need to be properly ejected first to prevent damage to the contents, so click the eject symbol next to their name in *iTunes* or drag the icon to the Trash and wait for the **OK to disconnect** message on the iPod screen.

Network and internet

Suffering from connection confusion or Wi-Fi woe?

» QUICK TIP

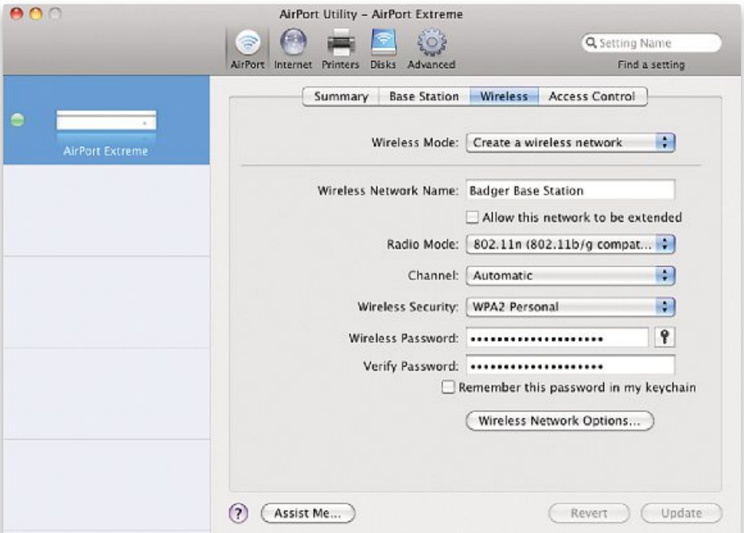
Want to connect to your Mac from a PC on the same network but can't see it? Open **Sharing** in *System Preferences*, tick **File Sharing** and click **Options…** Make sure **Share files and folders using SMB (Windows)** is ticked.

"Why can't I connect my Mac to the internet"

Most connections work by your Mac connecting to a modem/router, which connects to the internet. Things could be wrong between your computer and the router, or the router and the internet. Check the lights on the router and look up what they mean – they could show you where things are wrong. Network diagnostics may also help pinpoint the problem; open System Preferences > Network, click Assist me… then Diagnostics…

If your Mac can talk to the router, it'll appear in *AirPort Utility* (Apple routers), in *Safari* by typing its IP address into the Address bar to open the setup screen (for third-party models, find the IP address in System Preferences > Network > AirPort/Ethernet), or in the setup software that some routers have. If you're trying to connect by AirPort and this doesn't work, try plugging an Ethernet lead directly between your Mac and the router? Any luck? If so, it looks like the problem's with the AirPort network (is MAC address filtering enabled, for example?).

If your Mac's talking to the router and you've still got no connection, the problem's between the router and the internet. Many routers have a setup wizard (Apple's is in *AirPort Utility*; third-party ones will be in the setup screens in *Safari*); work through this.



Wireless Mode: Create a wireless network
Wireless Network Name: Badger Base Station
☐ Allow this network to be extended
Radio Mode: 802.11n (802.11b/g compat…
Channel: Automatic
Wireless Security: WPA2 Personal
Wireless Password: ••••••••••••••••••••
Verify Password: ••••••••••••••••••••
☐ Remember this password in my keychain

If you've got an Apple router you can manage all its settings within AirPort Utility.

"Why is my Wi-Fi network not appearing?"

The router's on and the relevant lights are lit – the signal doesn't go on forever, so move closer to the box and see if it shows up in your network list. If it doesn't, the network name, or SSID, may have been hidden. If you've got an Apple router, this is called a Closed Network. If you know the exact network name and security type, choose Join Other Network… from the AirPort menu and type in the name. If not, plug an Ethernet lead between your Mac and the router to check the network name. With Apple routers, open *AirPort Utility* and look in the Airport > Wireless tab, or if you have a third-party model, find the router IP address in System Preferences > Network > Ethernet. Type this into a web browser to open the settings screen.

"My internet connection is really slow!"

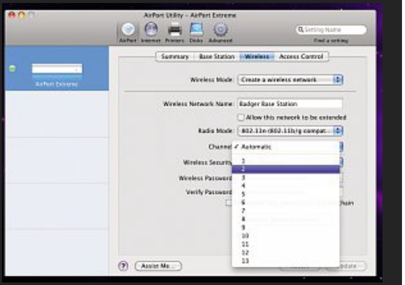
Is it slow on every computer in your house? If so, it could be to do with the network or internet connection as opposed to your Mac. Or could someone be hogging bandwidth?

If it is only your Mac, is *Software Update* downloading in the background? Could something else be running? Also, go to Safari > Reset Safari… and tick every box. Have you got loads of browser extensions running? In *Safari*, go to Preferences > Extensions and uninstall the lot and reinstall the vital ones one at a time.

» HOW TO / Troubleshoot intermittent Wi-Fi

The AirPort icon in your menu bar will show you the strength of the signal – if this is only one or two bars, the problem could be that it's too weak where you are. Move closer to the router and see if that helps – if so, think about moving your router or getting a repeater unit.

Other causes of the connection dropping randomly could be that there's interference on the Wi-Fi channel your router's using, perhaps from nearby devices – go into its setup and change it to another. It's also worth looking at the lights on the router – when the connection drops, do the lights change? If so, there could be a fault with the router, so contact the manufacturer for help or request a new one from your ISP.



Wireless Mode: Create a wireless network
Wireless Network Name: Badger Base Station
☐ Allow this network to be extended
Radio Mode: 802.11n (802.11b/g compat…

Control your Apple router, such as an AirPort Extreme, with AirPort Utility.

Email worries

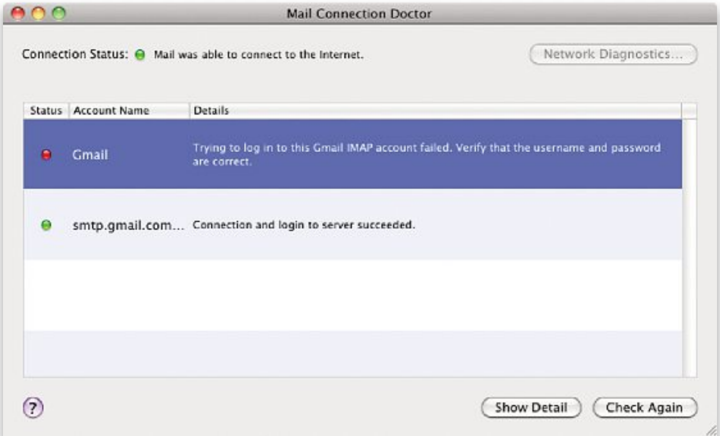
What to do if messages go missing or refuse to send

"Why won't my emails send from my Mac?"

In *Mail*, go to Window > Connection Doctor and your Mac will test both the incoming and outgoing mail server connections. We're interested in the outgoing (probably SMTP) ones here – double-click any that come up with a red dot. Make sure the **Server Name** matches what your mail provider's setup documentation tells you, and check your account information is correct. (Do you need to enter your full email address, or just the bit before the @ sign?) In the **Advanced** tab, check the SSL and port settings – these again need to be exactly what your email provider says they should be.

"An exclamation mark has appeared next to my inbox"

To find out more information click the exclamation mark. It may be that your password is wrong – re-enter it. You may also see a longer error message, which could contain a URL linking you to a help page about the problem you're having.



Connection Status: ● Mail was able to connect to the Internet.

Status	Account Name	Details
●	Gmail	Trying to log in to this Gmail IMAP account failed. Verify that the username and password are correct.
●	smtp.gmail.com...	Connection and login to server succeeded.

If emails are being tricky, Mail's Connection Doctor should be your first port of call.

If this doesn't help, your server details may be slightly incorrect. Go to Window > Connection Doctor. First up, check that **Connection Status** has a green light next to it at the top (if it doesn't, then the problem's lies with your internet connection, and not *Mail*), then find the account that's giving you grief – it'll probably have a red dot next to it. Double-click it and check the server, login and port details in the **Account Information** and **Advanced** tabs. Your email provider should be able to tell you all the exact details you need to get up and running again.

"The emails people send me aren't showing up..."

Their messages are probably getting filtered out somewhere. Could you accidentally have marked one of their emails as junk in the past? If you've got junk mail filtering rules set up in *Mail*, check these aren't interfering – go to Mail > Preferences > Junk Mail > Advanced... to change them.

But junk mail could be being filtered before it comes to you if your email provider has a junk filter. You'll need to contact them directly to ask. ●

» QUICK TIP

If you've got a firewall between your Mac and the internet, make sure it's not blocking the ports required for email. These differ depending on what mail system you're using and whether it uses SSL encryption. The key ports are 25, 110, 143, 465, 587, 993 and 995. Check with your provider which it uses for sending and receiving mail.

» HOW TO / If it's still not fixed...

Look at the logs

When an app crashes and you get asked if you want to send a report to Apple, this can be useful. Find them by opening the *Console* app in Applications/Utilities and looking under **/Library/Logs/CrashReporter** and **~/Library/Logs/CrashReporter**. For each event it tells you which thread crashed and what it was doing when it did – the most recent task being at the top – and the events leading up to the crash. Even if you can't understand the information, someone on a forum may be able to.

Search the web

Someone else may have written about your problem. Be specific when you're searching – put in the exact error message, enclose it in double quotes and search for multiple words rather than just 'iPod problem'. Refine your search if the results aren't helping – think about adding words such as Mac OS X or Snow Leopard.

Try the forums

Apple's discussion boards are packed with knowledgeable Mac users. Go to **http://discussions.apple.com** and log in with your Apple ID. Before you post anything, use the search to see if anyone else has had a similar problem to yours. When you post questions, put them in the correct category and give as much detail as you can.

Tweet it!

A lot of hardware and software companies have social networking accounts that you can contact them on. While 140 characters probably won't be enough to describe your particular problem, Twitter is a really useful way of making initial contact. Remember, be polite and specific!

Talk to Apple

Whether you make a phone call or go to The Genius Bar, talking to Apple can help. To check whether you're eligible for free support, go to **http://supportprofile.apple.com** and log in with your Apple ID. If any of your products are missing, you can register them quickly. Click the right arrow next to an item to see your support options. You'll find a list of contact details for Apple at **http://bit.ly/applecontact**.

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"Quickly and easily apply a range of filters to your photos"

UNDERSTANDING AND USING APERTURE'S PRESETS P48

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Faces
Places
Loupe
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Library
Metadata
Adjustments
Presets
Exposure
Edge Sharpen
Quick Fixes
Color
White Balance
Black & White
Personal Creations
Save as Preset...
Edit Presets...
Cross Process 1
Cross Process 2
Vintage
Toy Camera
Punch
Intensify
Sepia Tone (Low Contrast)
Sepia Tone (High Contrast)
Cyanotype
Brightness:
Enhance
Contrast:
Definition:
Saturation:
Vibrancy:
Tint
Highlights & Shadows
Highlights:
Shadows:
Advanced
Levels
Color

How to...

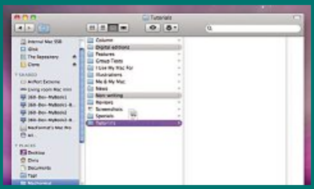
● PHOTOS ● MOVIES ● MUSIC ● OFFICE ● SYSTEM

Christopher Phin
Deputy Editor

The biggest change I ever noticed in a computer after an upgrade was when I put a solid-state drive in my MacBook Pro. SSDs, however, are still prohibitively expensive for most of us, so where do you turn for a bang-for-buck upgrade to boost a sluggish Mac? It has to be that old stalwart, RAM.

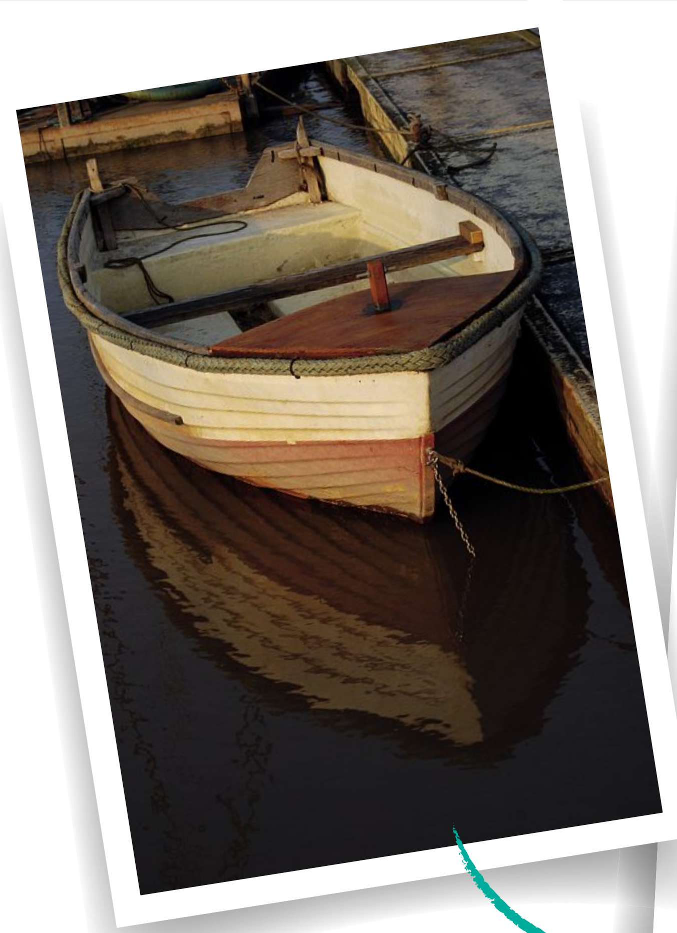
Giving your old Mac more RAM can be a great way of improving all-round responsiveness, and RAM isn't ruinously expensive these days. But how do you go about fitting it in your Mac? We're here to help. Intrepid staff writer Laurence spent a few days locked in a cupboard at the *MacFormat* offices, working through the process for a huge range of recent Macs; turn to page 66 to see how to get started.

Of course, as always, we've got a terrific selection of other tutorials too. Want to turn an iPad into a second monitor for your Mac? Turn to page 58. Want to back up and sync files across multiple computers effortlessly? See page 54. And if you're a keen photographer, our duo of creative tutorials – one, on page 44 on mastering *Photoshop*'s Effects, and the *Aperture* how-to, above – are must-reads. Enjoy!

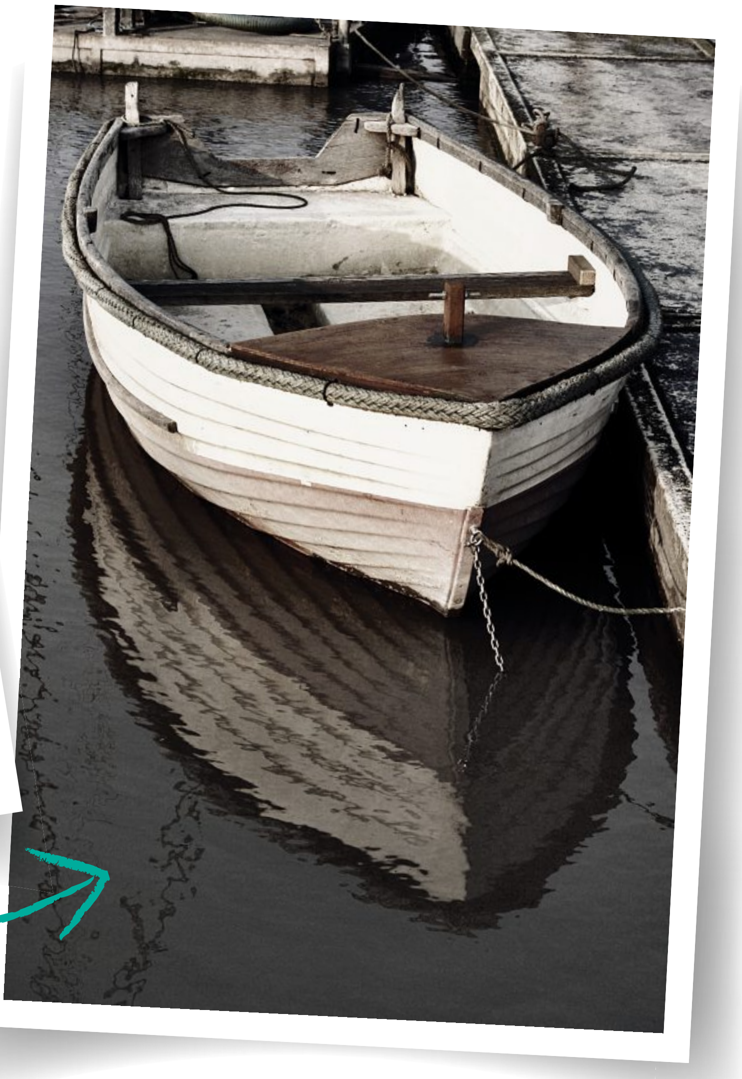


>> DID YOU KNOW?

If you drag an attachment from *Mail*, say, and want to file it away, you can ⌘+⇥ to the *Finder* and, even if there isn't a window open, press ⌘+N while keeping the mouse button held down.



BEFORE: Natural light is all well and good, but artistic edits can recast an image.



AFTER: In Elements you can create a smart bleached bypass effect in very little time.

Master Photoshop effects

The bleached effect is popular in digital imaging, but how's it done?

>> KEY INFO

DIFFICULTY: Advanced

TIME NEEDED: 20 minutes

WHAT YOU'LL NEED: Elements or Photoshop

The bleach bypass process, as it's used now, is associated with bright, desaturated images with heightened contrast. It works well with distressed or urban subjects, but it can also produce striking portraits too.

It gets its name from the days of colour film, where the silver in the film emulsion is washed away (bleached) when the dyes that make up the final colour image are formed. If the silver isn't bleached, you get a colour and a black and white image combined. You can simulate this by creating a duplicate, black-and-white version of the image on a new layer and blending it with **Multiply** mode.

But there's a problem. When you do this, you get an image that's much darker than the original, so much so that it's very difficult to do anything with it. We're used to working with positive images, whereas this bleach bypass process was used during negative processes. If you apply it to a negative, it produces a darker, denser image, but since it's a negative, it's a much lighter print.

So all we need to do in *Photoshop* is simulate 'negative' processing, and that's why the walkthrough starts off with what might look like a rather pointless double-reversal process.

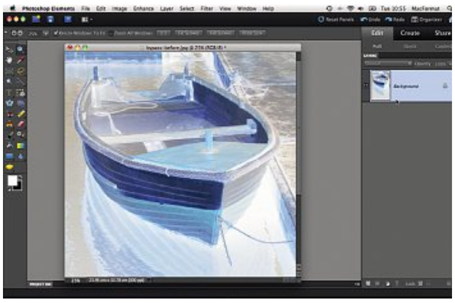
> *"It gets its name from the days of colour film, where the silver in the emulsion is washed away (bleached)"*

Using this technique, you can create a bleach bypass effect that's both strong and controllable since the colour and the black and white 'negatives' are on separate layers and have different effects on the image.

Working on the 'negative' layers below the **Invert** adjustment layer can be counter-intuitive, especially once you start messing with colour or levels adjustments, all of which are reversed, of course. If you do want to make other changes to the finished picture's appearance, you're better off using new layers above the **Invert** layer, because these will work perfectly normally.

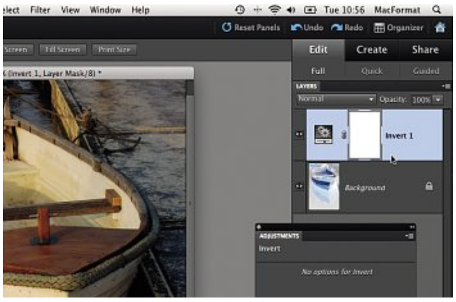
Rod Lawton

HOW TO / Bleach-bypass your 'negatives'


Photoshop Elements
Edit
Create
Share
Background

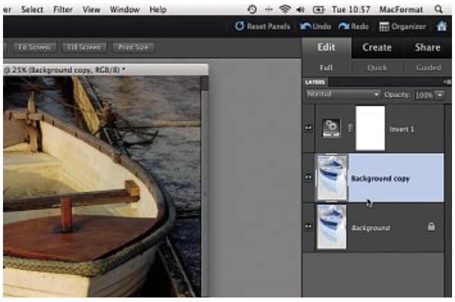
01 Create a negative image

Our bleach bypass process is applied during the 'negative' stage of the process. This doesn't exist in digital imaging, of course, but it's easy to simulate. Just invert the image with the ⌘-I shortcut. What you get is a colour negative, minus the brown 'masking' tone.


Reset Panels
Undo
Redo
Organizer
Edit
Create
Share
Invert 1
Background
ADJUSTMENTS
Invert
No options for Invert

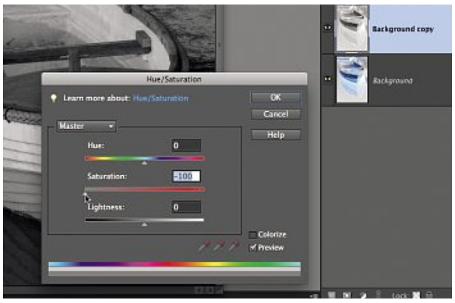
02 Add an Invert layer

It's hard to visualise the effects you're applying to negative images because of the tone reversal, but there's a simple solution: an **Invert** adjustment layer. This reverses the appearance of the photo again, so that it's back to looking like a normal positive image.


Reset Panels
Undo
Redo
Organizer
Edit
Create
Share
Invert 1
Background copy
Background

03 Duplicate the 'negative'

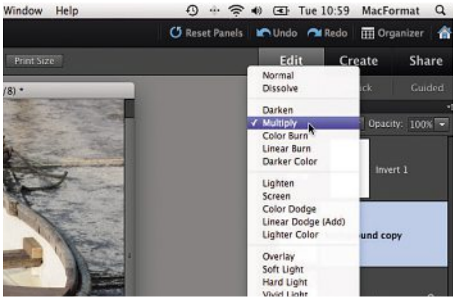
Now to continue with the adjustments to our 'negative' images below this adjustment layer. Because we've got this adjustment layer, we can see all the time what the finished image will look like. The next step is to duplicate the 'negative' colour image…


Hue/Saturation
Learn more about: Hue/Saturation
OK
Cancel
Help
Master
Colorize
Preview
Background copy
Background

Hue: 0
Saturation: -100
Lightness: 0

04 Desaturate the duplicate

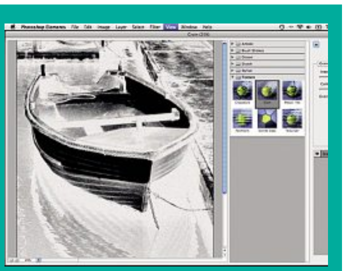
Now reduce the saturation of this duplicate 'negative' to zero. This acts as the black and white image left when the bleach phase is missed out during film processing. Right now it obscures the colour 'negative' on the layer below, so let's change the blend mode.


Reset Panels
Undo
Redo
Organizer
Edit
Create
Share
Normal
Dissolve
Darken
Multiply
Color Burn
Linear Burn
Darker Color
Lighten
Screen
Color Dodge
Linear Dodge (Add)
Lighter Color
Overlay
Soft Light
Hard Light
Invert 1

Opacity: 100%

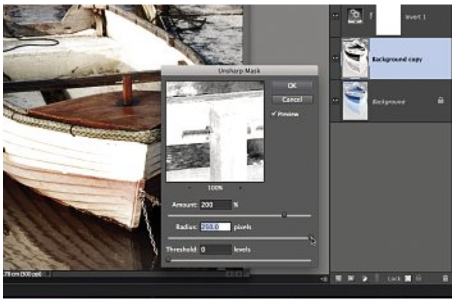
05 Switch to Multiply mode

Changing this 'negative' layer to **Multiply** mode changes the way it interacts with the colour 'negative' layer below, and the black data is added to the colour data. If we'd done this without the 'negative' technique that's been used, the image would be darker.



QUICK TIP

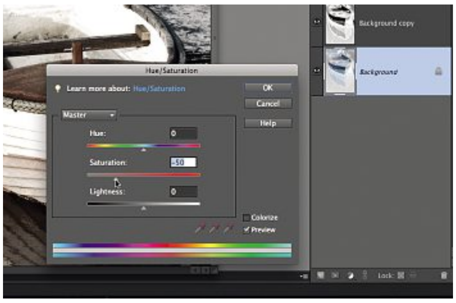
You can add to the contrasty, 'lo-fi' effect of this process by adding some grain to the black and white 'negative' layer. The **Add Noise** filter is one way of doing it, but the **Grain** filter offers more options. Desaturate the layer when you've finished.


Unsharp Mask
OK
Cancel
Preview
100%
Invert 1
Background copy
Background

Amount: 200 %
Radius: 250.0 pixels
Threshold: 0 levels

06 Localised contrast

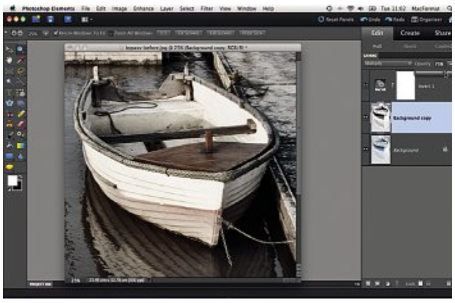
Just a couple more steps are needed. The first is an unusual **Unsharp Mask** adjustment for the black and white 'negative' layer. A big **Radius** of 250 pixels gives a strong localised contrast effect, and increasing the **Amount** boosts the overall contrast.


Hue/Saturation
Learn more about: Hue/Saturation
OK
Cancel
Help
Master
Colorize
Preview
Background copy
Background

Hue: 0
Saturation: -50
Lightness: 0

07 Reduce saturation

The saturation level is still a little too high at this stage too, so select the colour 'negative' layer, open the **Hue/Saturation** dialog and drag the **Saturation** slider down to -50. Experiment with the settings for both this and the previous step to get it looking right.


Photoshop Elements
Edit
Create
Share
Invert 1
Background copy
Background

08 Recover highlights

Highlight areas tend to get 'blown' and come out a featureless white, but there is an easy solution. It's the black and white 'negative' layer that's causing this blow-out, so simply reduce its **Opacity** just a little to recover a hint of detail in those highlights. ●

Get iPhoto to recognise faces

The Faces feature in iPhoto is clever and useful, but how does it work?

KEY INFO

DIFFICULTY: Beginner

TIME NEEDED: Depends on the number of photos

WHAT YOU'LL NEED: iPhoto '11, some photos

Digital cameras recognise faces as an arrangement of shapes, and they use this to select the best focus and exposure settings for the picture, on the assumption that any faces will be the most important part of the image. Only a few cameras take the next step, which is to try to distinguish one individual from another on the basis of their facial features, but this is the basis of *iPhoto*'s **Faces** system.

It works in two stages. First, it scans your photos to see which, if any, have faces in them. It then attempts to group faces by likeness, and match any new faces to those you've already identified.

It doesn't get it right every time, and you have to train it by manually identifying or confirming the identity of your subjects. But it does learn, so that the more you train it, the better it gets at recognising particular people. Of course, you might go along quite happily without using this **Faces** feature at all. If you've got a library of thousands of photos, the prospect of trawling through them all looking for and identifying every single individual is daunting.

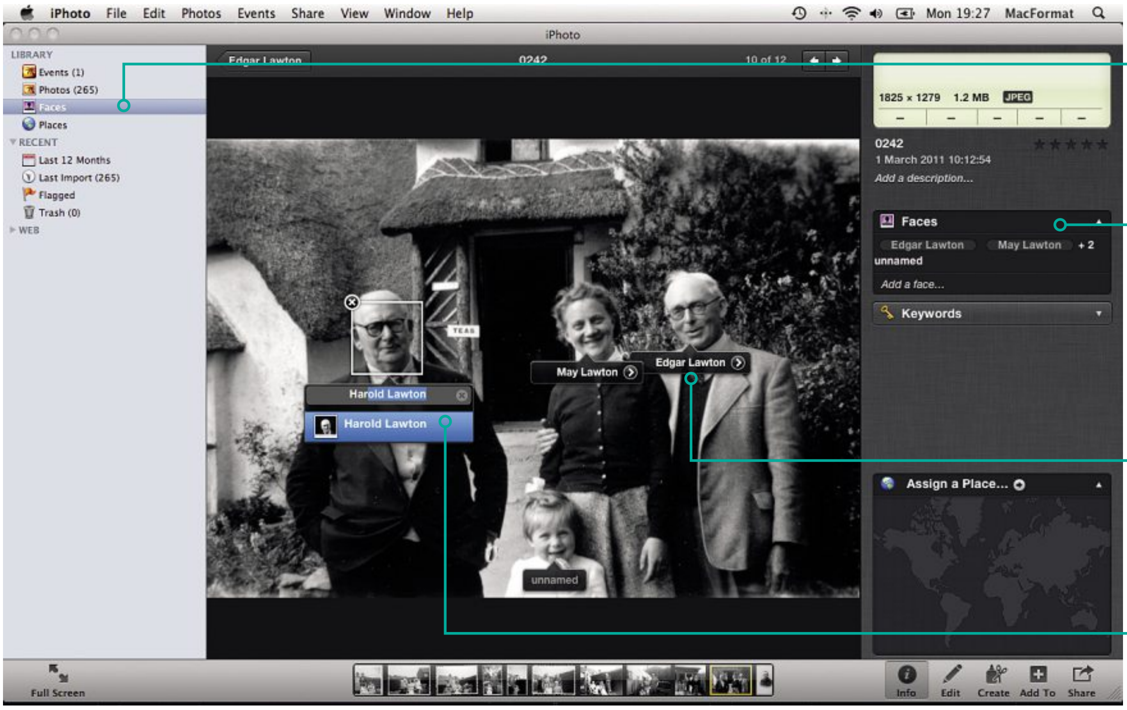
But you don't have to look for faces throughout your whole library. You can look for specific individuals and ignore the rest. You could even create smaller libraries for this job. Our walkthrough shows one instance where this works very well. It's a library consisting of old photos scanned in then imported into *iPhoto*. What *iPhoto* can do is bring together pictures of people who may appear in dozens of unrelated prints taken over a period of many years. It can also help you identify people based on who they're with, or by the context they appear in. You can see connections that you wouldn't spot simply by leafing through prints.

> *"iPhoto's Faces system does learn, so that the more you train it, the better it gets at recognising people"*

What can be confusing about **Faces** is that there are different ways to identify and confirm them: from the **Faces** corkboard via the **Find Faces** button; by double-clicking a face on the corkboard and checking to see if *iPhoto* has found additional photos where they might appear; or by opening a photo, displaying the **Info** panel and seeing who's been recognised. Each has its pros and cons, but they're all just different ways of doing the same thing, and it really doesn't matter which you use.

Rod Lawton

QUICK LOOK / Using the Faces system


iPhoto File Edit Photos Events Share View Window Help
Mon 19:27 MacFormat
iPhoto
LIBRARY
Events (1)
Photos (265)
Faces
Places
RECENT
Last 12 Months
Last Import (265)
Flagged
Trash (0)
WEB
Edgar Lawton
0242
10 of 12
1825 x 1279 1.2 MB JPEG
0242
1 March 2011 10:12:54
Add a description...
Faces
Edgar Lawton May Lawton +2
unnamed
Add a face...
Keywords
Assign a Place...
Harold Lawton
Harold Lawton
May Lawton
Edgar Lawton
unnamed
Full Screen
Info Edit Create Add To Share

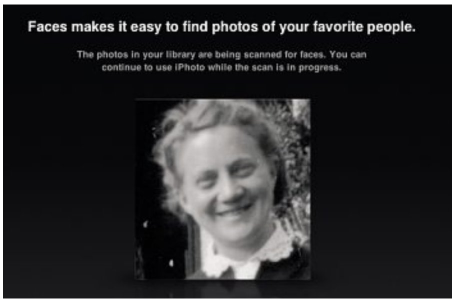
Faces button
Click **Faces** in the source panel to display the 'corkboard' of thumbnail images.

Faces Info
The **Faces** section in the **Info** panel names all the people identified.

Recognised faces
Once you've identified a face, their name is displayed underneath.

Adding a face
If *iPhoto* misses a face, add it manually and name it from here.

HOW TO / Identify faces in your photos

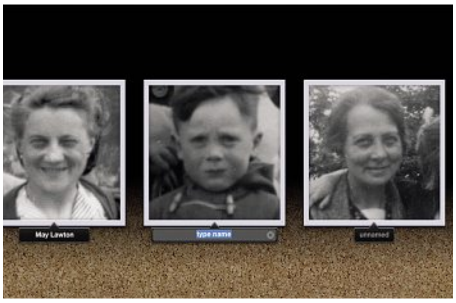


Faces makes it easy to find photos of your favorite people.

The photos in your library are being scanned for faces. You can continue to use iPhoto while the scan is in progress.

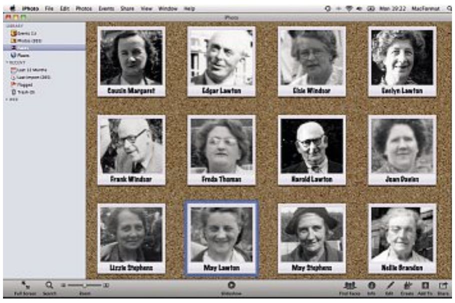
01 Scanning for faces

When you import photos, *iPhoto* scans them for faces. This happens in the background, and might only take a minute or so. If you're upgrading an old library, though, or creating a new one from scratch, this scanning process could take some time.


May Lawton
type name
unnamed

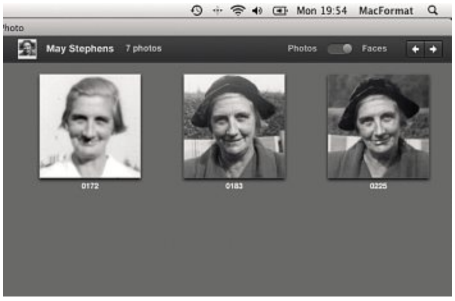
02 Naming faces

If you're using **Faces** for the first time, clicking **Faces** in the source panel displays the faces *iPhoto* has found in sets of three. Click below each one and type in a name, then click the **Show More Faces** button bottom right to see the next three.


Cousin Margaret
Edgar Lawton
Elsie Windsor
Evelyn Lawton
Frank Windsor
Freda Thomas
Harold Lawton
Jean Davies
Lizzie Stephens
May Lawton
May Stephens
Nellie Brandon

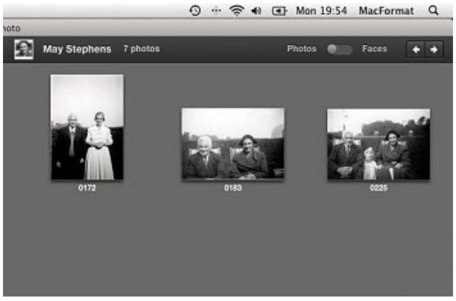
03 Faces corkboard

As soon as you start identifying faces, *iPhoto* displays them on the 'corkboard'. This is what you'll see when you click **Faces** in the source panel. Now you can click the **Find Faces** button on the bottom toolbar to go back to the previous screen and carry on identifying faces.


Mon 19:54 MacFormat
May Stephens 7 photos
Photos
Faces
0172
0183
0225

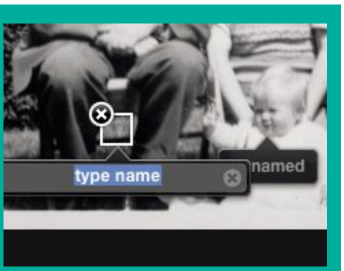
04 Photos of one person

Alternatively, say you want to find more photos of a particular person. If you double-click on their face on the corkboard, *iPhoto* displays thumbnails of pictures where you've so far identified them. But it tries to identify other photos it thinks they might be in too.


Mon 19:54 MacFormat
May Stephens 7 photos
Photos
Faces
0172
0183
0225

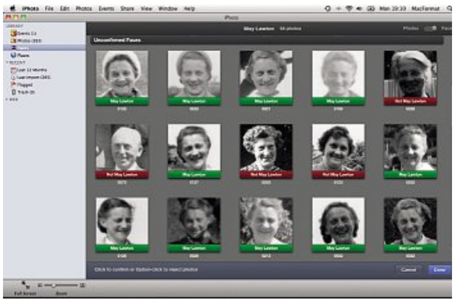
05 Photos or faces

There's a switch at the top right marked **Photos/Faces**. Use this to display only faces of the people you're identifying (see the previous screenshot) or the entire photo they appear in. Click the **Confirm Additional Faces** button, bottom right, if needed.


type name
named

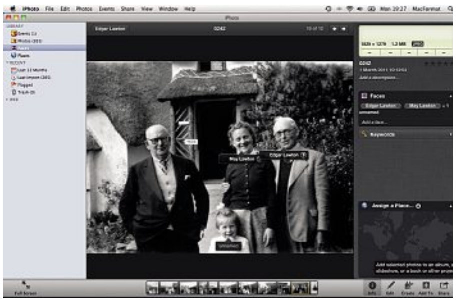
QUICK TIP

Sometimes *iPhoto* sees faces where there aren't any. We don't know what it saw under this deckchair (creepy!), but it's certainly not human. If this happens, just click the close box (the cross in a circle) at the top left of the face marquee.



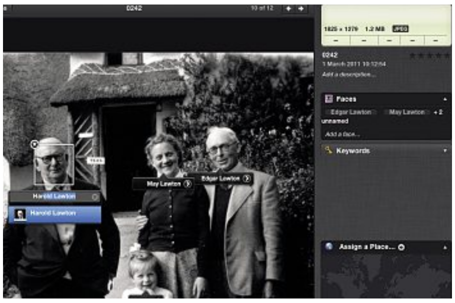
06 Confirm more faces

iPhoto will display thumbnails of all the other instances where it thinks that person appears. Click on a face to confirm it, and ⌥-click if it's not the face of that person. You may need to go through this a few times as *iPhoto* expands the list of possible matches.



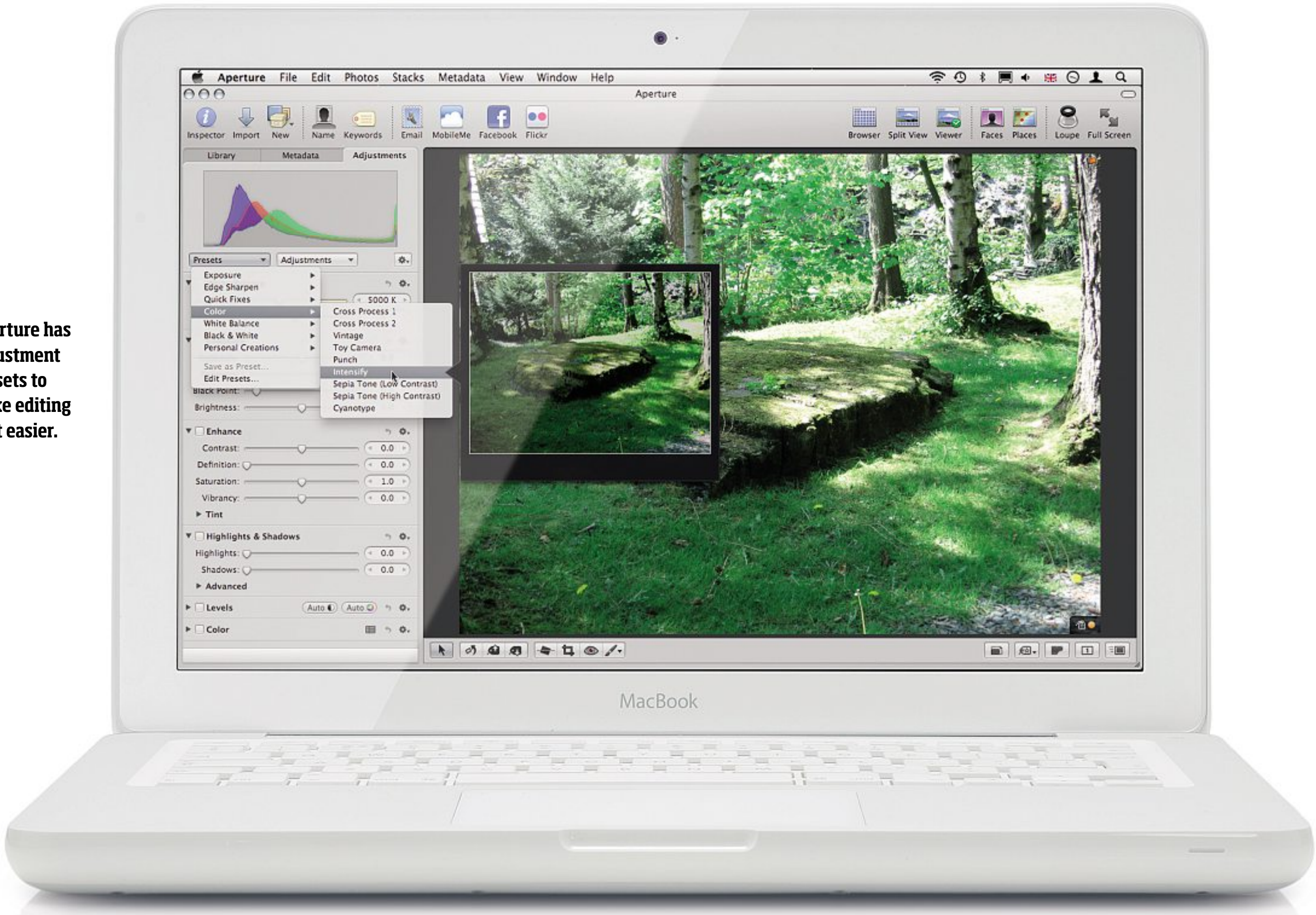
07 Checking faces in photos

Now for the third way of adding names to faces; this can be useful with group shots – who else is in the shot can often tell you who the person is. Open the photo as normal and open the **Info** panel. Recognised faces will then be identified, with their names underneath.


Harold Lawton
May Lawton
Edgar Lawton

08 Adding new faces

You can enter names directly in the boxes below and, if a face hasn't been identified at all, click the **Add a face** button in the **Info** panel, and drag the marquee over the face; resize it by dragging on the corner handles. Now you can type in the appropriate name. ●


Aperture
File
Edit
Photos
Stacks
Metadata
View
Window
Help
Inspector
Import
New
Name
Keywords
Email
MobileMe
Facebook
Flickr
Browser
Split View
Viewer
Faces
Places
Loupe
Full Screen
Library
Metadata
Adjustments
Presets
Adjustments
Exposure
Edge Sharpen
Quick Fixes
Color
White Balance
Black & White
Personal Creations
Save as Preset...
Edit Presets...
Cross Process 1
Cross Process 2
Vintage
Toy Camera
Punch
Intensify
Sepia Tone (Low Contrast)
Sepia Tone (High Contrast)
Cyanotype
Brightness:
Enhance
Contrast:
Definition:
Saturation:
Vibrancy:
Tint
Highlights & Shadows
Highlights:
Shadows:
Advanced
Levels
Color
MacBook

Aperture has Adjustment Presets to make editing a lot easier.

Save time using Aperture

With Aperture, you can make complex alterations with just a single click

KEY INFO

DIFFICULTY: Intermediate

TIME NEEDED: 25 minutes

WHAT YOU'LL NEED: Aperture version 3.1.1 or better, photos stored in its library, a basic understanding of the interface

Aperture is a radical step up from *iPhoto* in almost every respect. You can, for instance, collate anything connected to a project into a single folder, be it albums, books, web galleries or light tables. By contrast, *iPhoto*'s sidebar is broken down into categories, which means that your albums are grouped together, and so are your slideshows or books. And if you have many of them, it can be difficult to see at a glance which one relates to photos in which specific album.

But where *Aperture* really shines is with the number and power of its adjustment tools. We explored some of them over the last two issues, like its cloning tools, and what Apple's engineers refer to as 'brushes' – the ability to apply an adjustment to only part of an image. These tools demonstrate that it's quite feasible to do away with dedicated image editing software nearly all the time.

But no matter which software package you use, there's a downside to performing image adjustments: it can be time consuming and more often than not, you may find yourself needing to apply the exact same alterations to other photographs – whether it's because they were taken at the same time and need to be modified in the same way, or because you wish to create a special look and apply it to all the photos in your project. Having to repeat the procedure each and every time won't be an appealing prospect.

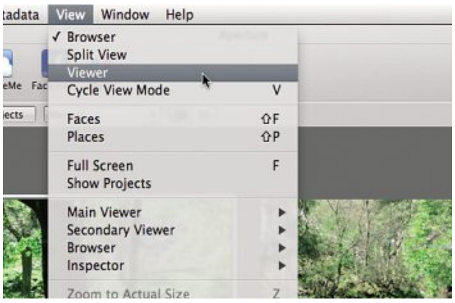
> *"Thankfully, Aperture has a series of tools designed to offer one-click access to complex adjustments"*

Thankfully, *Aperture* has a series of tools in its Adjustments Presets section. These are designed to offer one-click access to complex alterations. There's a handful for you to choose from but if this isn't enough, you can actually create your own and even completely customise the Adjustments Presets menu itself.

We'll show you how all this is achieved over the next two pages.

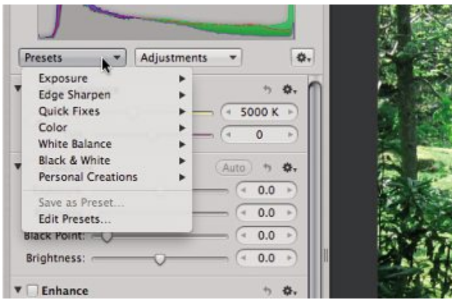
Steve Paris

HOW TO / Use Aperture's Adjustment Presets


View
Window
Help
✓ Browser
Split View
Viewer
Cycle View Mode V
Faces ⇧F
Places ⇧P
Full Screen F
Show Projects
Main Viewer
Secondary Viewer
Browser
Inspector
Zoom to Actual Size Z

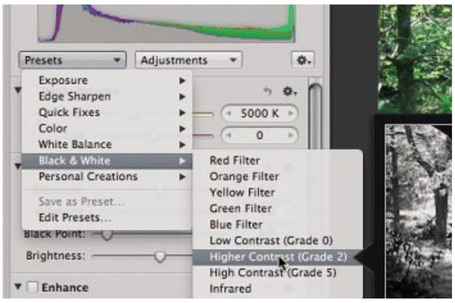
01 Cycle between views

Select an image from your *Aperture* library. While you can edit it by highlighting it in the **Browser** section, it's much better to go to View > Viewer in order to see as much of it as possible (you can also hit V to cycle between **Browser**, **Split View** and **Viewer** modes).


Presets
Adjustments
Exposure
Edge Sharpen
Quick Fixes
Color
White Balance
Black & White
Personal Creations
Save as Preset...
Edit Presets...
Brightness:
Enhance

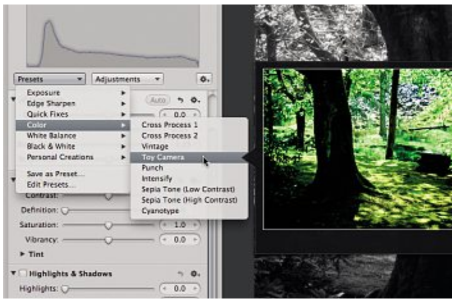
02 The Presets pop-up menu

Click the sidebar's **Adjustments** tab for access to all available tools (or hit the W key to cycle through the sidebar's three tabs). Click the **Presets** pop-up menu (top left of the **Adjustments** tab) to see a list of submenus for you to choose from.


Presets
Adjustments
Exposure
Edge Sharpen
Quick Fixes
Color
White Balance
Black & White
Personal Creations
Save as Preset...
Edit Presets...
Red Filter
Orange Filter
Yellow Filter
Green Filter
Blue Filter
Low Contrast (Grade 0)
Higher Contrast (Grade 2)
High Contrast (Grade 5)
Infrared
Brightness:
Enhance

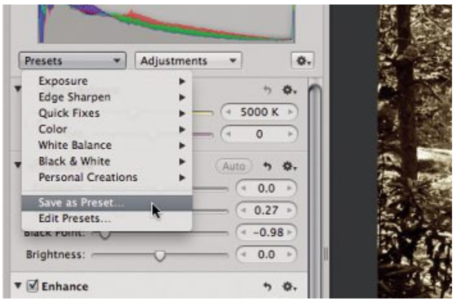
03 Instant preview

Choose one of these menus and mouse over an option. Don't click just yet as moving your cursor over a preset will bring up a large thumbnail of your image with the adjustments applied to it. This gives you a good idea what to expect prior to making your choice.


Presets
Adjustments
Exposure
Edge Sharpen
Quick Fixes
Color
White Balance
Black & White
Personal Creations
Save as Preset...
Edit Presets...
Cross Process 1
Cross Process 2
Vintage
Toy Camera
Punch
Intensify
Sepia Tone (Low Contrast)
Sepia Tone (High Contrast)
Cyanotype
Definition:
Saturation:
Vibrancy:
Tint
Highlights & Shadows
Highlights:

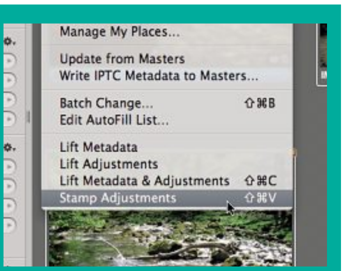
04 Preset settings

Apply a Preset then select another one. The second choice doesn't overwrite the first. Instead the parameters are blended together. If this isn't what you want, go to Edit > Undo then hold down ⌥ as you select the second Preset: this replaces the older settings with new ones.


Presets
Adjustments
Exposure
Edge Sharpen
Quick Fixes
Color
White Balance
Black & White
Personal Creations
Save as Preset...
Edit Presets...
Brightness:
Enhance

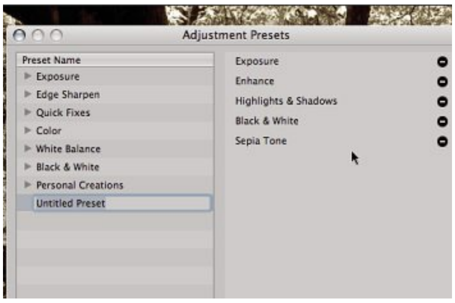
05 Your own Preset

You can of course fine-tune the Preset once selected, by altering the settings in the **Adjustments** tab. Once you've created a good look for your photo, try saving it as a custom preset so you can use it again. Click the **Presets** pop-up menu and choose **Save as Preset**.


Manage My Places...
Update from Masters
Write IPTC Metadata to Masters...
Batch Change... ⇧⌘B
Edit AutoFill List...
Lift Metadata
Lift Adjustments
Lift Metadata & Adjustments ⇧⌘C
Stamp Adjustments ⇧⌘V

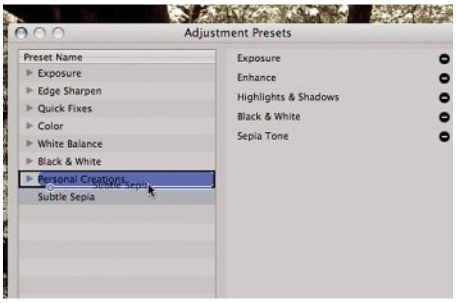
QUICK TIP

To apply the same effect to multiple photos, modify one image then go to Metadata > Lift Adjustments. Select as many shots as you want in *Aperture's* **Browser** then go to Metadata > Stamp Adjustments to apply the same effect to all images.


Adjustment Presets
Preset Name
Exposure
Edge Sharpen
Quick Fixes
Color
White Balance
Black & White
Personal Creations
Untitled Preset
Exposure
Enhance
Highlights & Shadows
Black & White
Sepia Tone

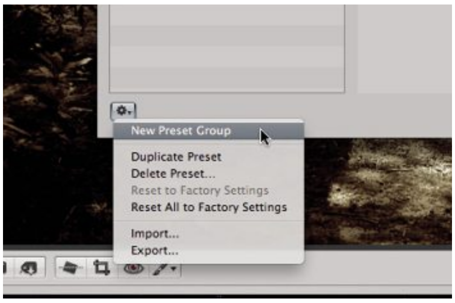
06 Altering a Preset

An **Adjustment Presets** window appears with a list of existing groups in the left column. On the right side are all the adjustments that are part of the look you're trying to save. To the right of each adjustment is a '-' symbol. Click it to remove any parameters you don't want.


Adjustment Presets
Preset Name
Exposure
Edge Sharpen
Quick Fixes
Color
White Balance
Black & White
Personal Creations
Subtle Sepia
Exposure
Enhance
Highlights & Shadows
Black & White
Sepia Tone

07 Re-ordering

After renaming a Preset, move it into an existing group by dragging it. Once the desired submenu turns blue, release it. To re-order groups (or single presets), drag them until a dark blue line appears. You can fully customise the Preset pop-up menu in this way.


New Preset Group
Duplicate Preset
Delete Preset...
Reset to Factory Settings
Reset All to Factory Settings
Import...
Export...

08 More options

Click on that window's cog wheel (bottom left). Create a new group to organise your Presets, or duplicate existing Presets (in order to modify them and remove adjustments, for instance). You can also export Presets to use with *Aperture*, on another Mac. ●

Create a music video

With iMovie '11, you have more ways to cut a film in time to the music

>> KEY INFO

DIFFICULTY: Intermediate

TIME NEEDED: 30 minutes

WHAT YOU'LL NEED: iMovie '11 version 9.0.2 or later, clips imported into an iMovie Event or photo library, a basic understanding of the interface

Although *iMovie* does its level best to make editing a short film easy, depending on the shots you have, creating a project that works and hangs together in a satisfying way can sometimes be hard work. Trying to match shots together, and getting audio that sounds good for each take, can sometimes make you give up in frustration or wish that a professional editor was on hand to help you out.

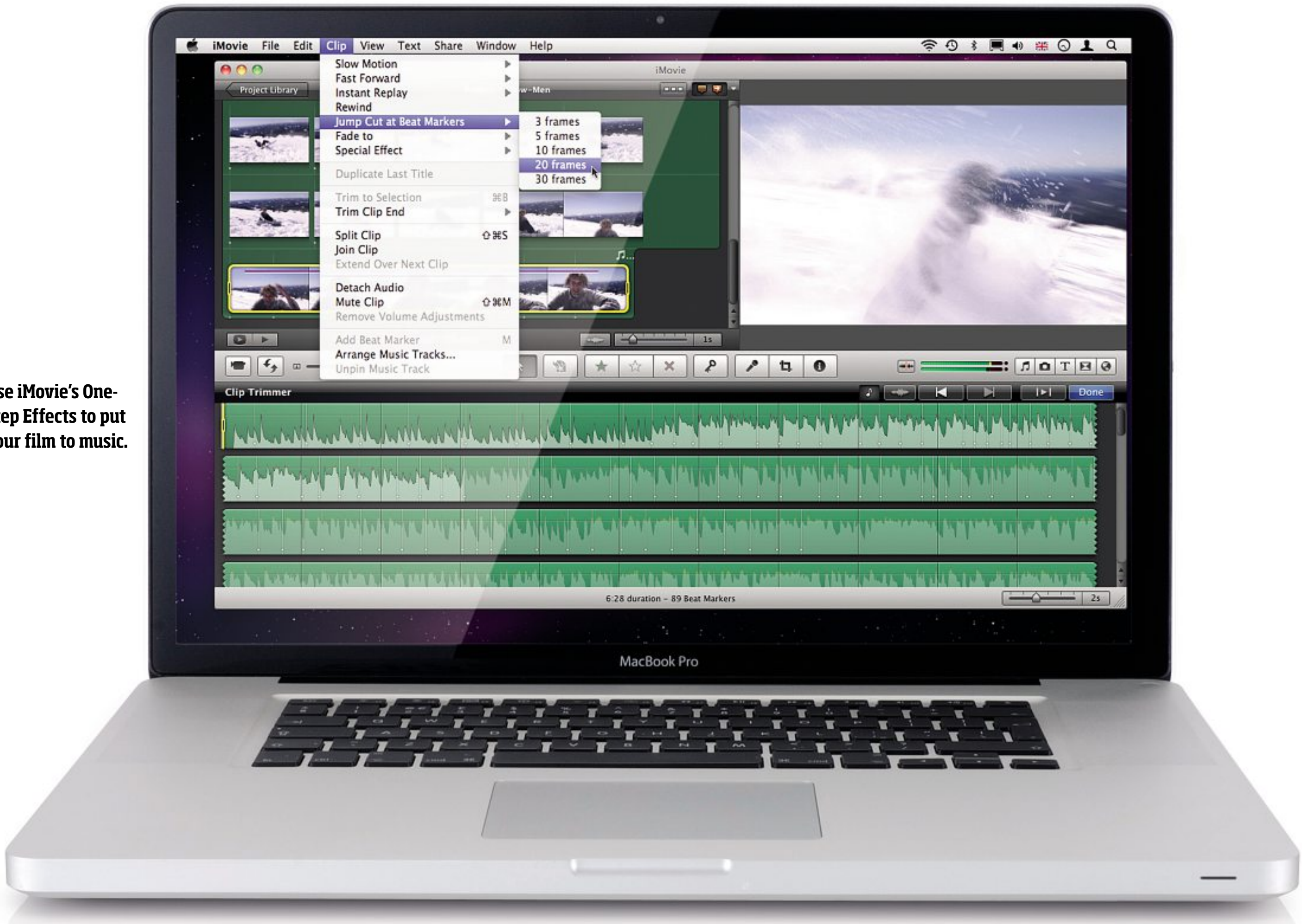
But there is one method that can transform your collection of shots into a great film that your friends and family will enjoy watching again and again. Cutting your project to the beat of an audio track, essentially creating a music video.

You can use music from virtually anywhere, although if you're going to use a track from one of your CDs, make sure you import it into *iTunes* first, or at least drag the track from the CD onto your desktop. With a song playing in the background, you could mute your clips' audio tracks altogether, instantly removing any sound issues from your video. And when it comes to visuals, you'll find that people are much more forgiving of a few bad shots if they're enjoying the music, so any continuity problems can also be alleviated.

> *"Why not cut your project to the beat of an audio track, essentially creating a music video?"*

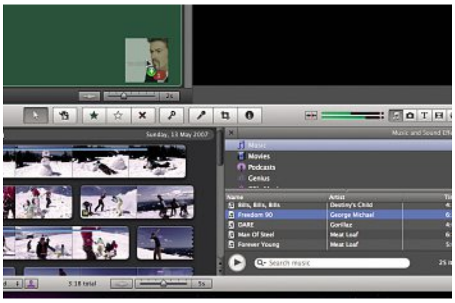
iMovie doesn't automatically detect the beats of your song – you have to set them manually, but the process is straightforward. Once done, you could instruct *iMovie* to trim your shots automatically as you add them so everything is perfectly in time (we covered this in a previous issue), but we'll be focusing this tutorial more on the latest version's new One-Step Effects, specifically Flip at Beat Markers, Jump Cut at Beat Markers, and Split at Beat Markers. These are designed to cut a selected clip to any audio marker you added beforehand. Let's check it out.

Steve Paris


iMovie
File
Edit
Clip
View
Text
Share
Window
Help
Project Library
Slow Motion
Fast Forward
Instant Replay
Rewind
Jump Cut at Beat Markers
Fade to
Special Effect
Duplicate Last Title
Trim to Selection ⌘B
Trim Clip End
Split Clip ⇧⌘S
Join Clip
Extend Over Next Clip
Detach Audio
Mute Clip ⇧⌘M
Remove Volume Adjustments
Add Beat Marker M
Arrange Music Tracks...
Unpin Music Track
3 frames
5 frames
10 frames
20 frames
30 frames
Clip Trimmer
Done
6:28 duration – 89 Beat Markers
MacBook Pro

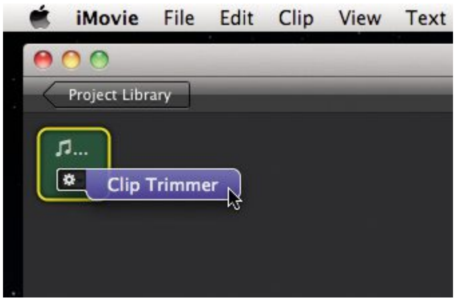
Use iMovie's One-Step Effects to put your film to music.

HOW TO / Edit your movie clips to music


Music
Movies
Podcasts
Genius
Name
Artist
Bills, Bills, Bills
Destiny's Child
Freedom 90
George Michael
DARE
Gorillaz
Man Of Steel
Meat Loaf
Forever Young
Meat Loaf
Search music

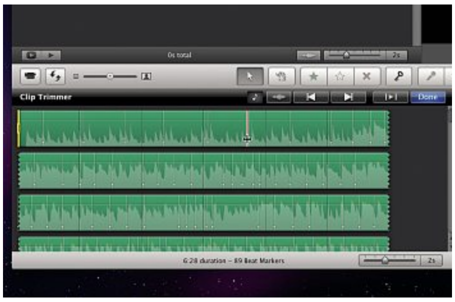
01 Choose music

Start with a new project but before you add any video, reveal the **Music and Sound Effects** section (click the Toolbar's music button to the right, go to Window > Music and Sound Effects, or use the ⌘+1 keyboard shortcut). Choose a song and drag it to your project.


iMovie
File
Edit
Clip
View
Text
Project Library
Clip Trimmer

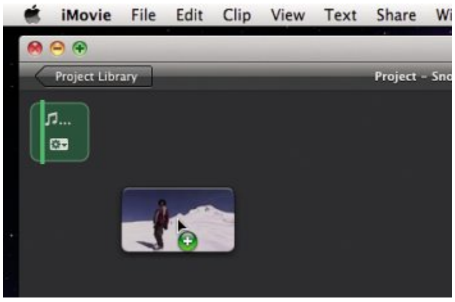
02 The Clip Trimmer

A small green square will appear on your project. At the bottom of it is a small cog-wheel button. Click it to reveal a menu with one option: **Clip Trimmer**. Select it. The **Event** library section is replaced by your entire song, so you can see its waveform in greater detail.


Clip Trimmer
Done

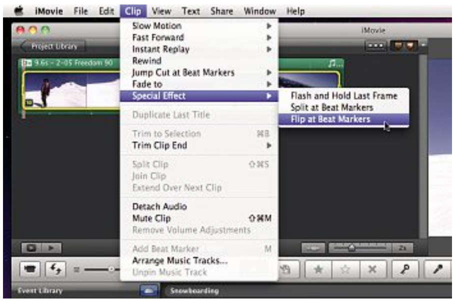
03 Add beats

Adding beat markers is easy since you can do it all by ear: hit [Space] to start playback and each time you want to add a marker, hit the M key. You'll notice white vertical lines appear on your track. To alter their positions, all you have to do is drag them to better locations.


iMovie
File
Edit
Clip
View
Text
Share
Project Library
Project - Sno

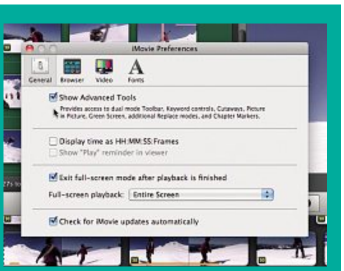
04 A long clip

Close the **Clip Trimmer** by clicking **Done** (top right of that section). Select a clip you'd like to add to your project from one of your **Events**, and drag it in (make sure it's over 10 seconds long to give you something to work with). Little will be different, which is just as expected.


iMovie
File
Edit
Clip
View
Text
Share
Window
Help
Slow Motion
Fast Forward
Instant Replay
Rewind
Jump Cut at Beat Markers
Fade to
Special Effect
Duplicate Last Title
Trim to Selection
Trim Clip End
Split Clip
Join Clip
Extend Over Next Clip
Detach Audio
Mute Clip
Remove Volume Adjustments
Add Beat Marker
Arrange Music Tracks...
Unpin Music Track
Flash and Hold Last Frame
Split at Beat Markers
Flip at Beat Markers

05 Flip it

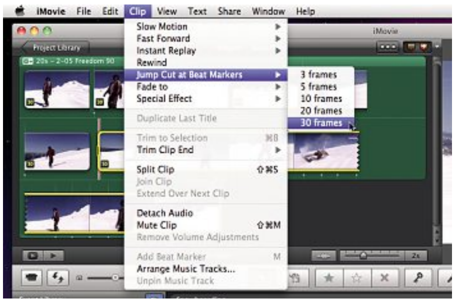
Select that clip then go to Clip > Special Effect > Flip at Beat Markers. It's automatically cut on the beats you set in step 3. This effect will create a mirror image of your shot for every other cut. Add another long clip at the end of your project and let's try something else.


iMovie Preferences
General
Browser
Video
Fonts

☑ Show Advanced Tools
Provides access to dual mode Toolbar, Keyword controls, Cutaways, Picture in Picture, Green Screen, additional Replace modes, and Chapter Markers.
☐ Display time as HH:MM:SS:Frames
☐ Show "Play" reminder in viewer
☑ Exit full-screen mode after playback is finished
Full-screen playback: Entire Screen
☑ Check for iMovie updates automatically

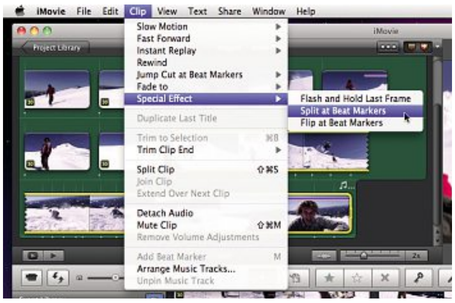
QUICK TIP

The **Advanced Tools** in *iMovie* add more powerful features to the program, which are hidden by default. They're highly useful as they allow you to perform complex edits like the one in step 8. Activate from the **Preferences** window.


iMovie
File
Edit
Clip
View
Text
Share
Window
Help
Slow Motion
Fast Forward
Instant Replay
Rewind
Jump Cut at Beat Markers
Fade to
Special Effect
Duplicate Last Title
Trim to Selection
Trim Clip End
Split Clip
Join Clip
Extend Over Next Clip
Detach Audio
Mute Clip
Remove Volume Adjustments
Add Beat Marker
Arrange Music Tracks...
Unpin Music Track
3 frames
5 frames
10 frames
20 frames
30 frames

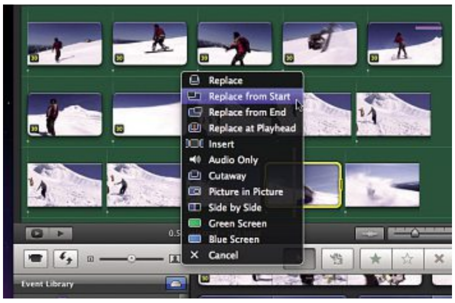
06 Jump to the beat

Highlight the clip you just added in your Project then go to Clip > Jump Cut at Beat Markers > and choose an appropriate length of time. Try the longest one: 30 frames. At each beat marker, *iMovie* will discard 30 frames of your clip, creating a modern jump-cut effect.


iMovie
File
Edit
Clip
View
Text
Share
Window
Help
Slow Motion
Fast Forward
Instant Replay
Rewind
Jump Cut at Beat Markers
Fade to
Special Effect
Duplicate Last Title
Trim to Selection
Trim Clip End
Split Clip
Join Clip
Extend Over Next Clip
Detach Audio
Mute Clip
Remove Volume Adjustments
Add Beat Marker
Arrange Music Tracks...
Unpin Music Track
Flash and Hold Last Frame
Split at Beat Markers
Flip at Beat Markers

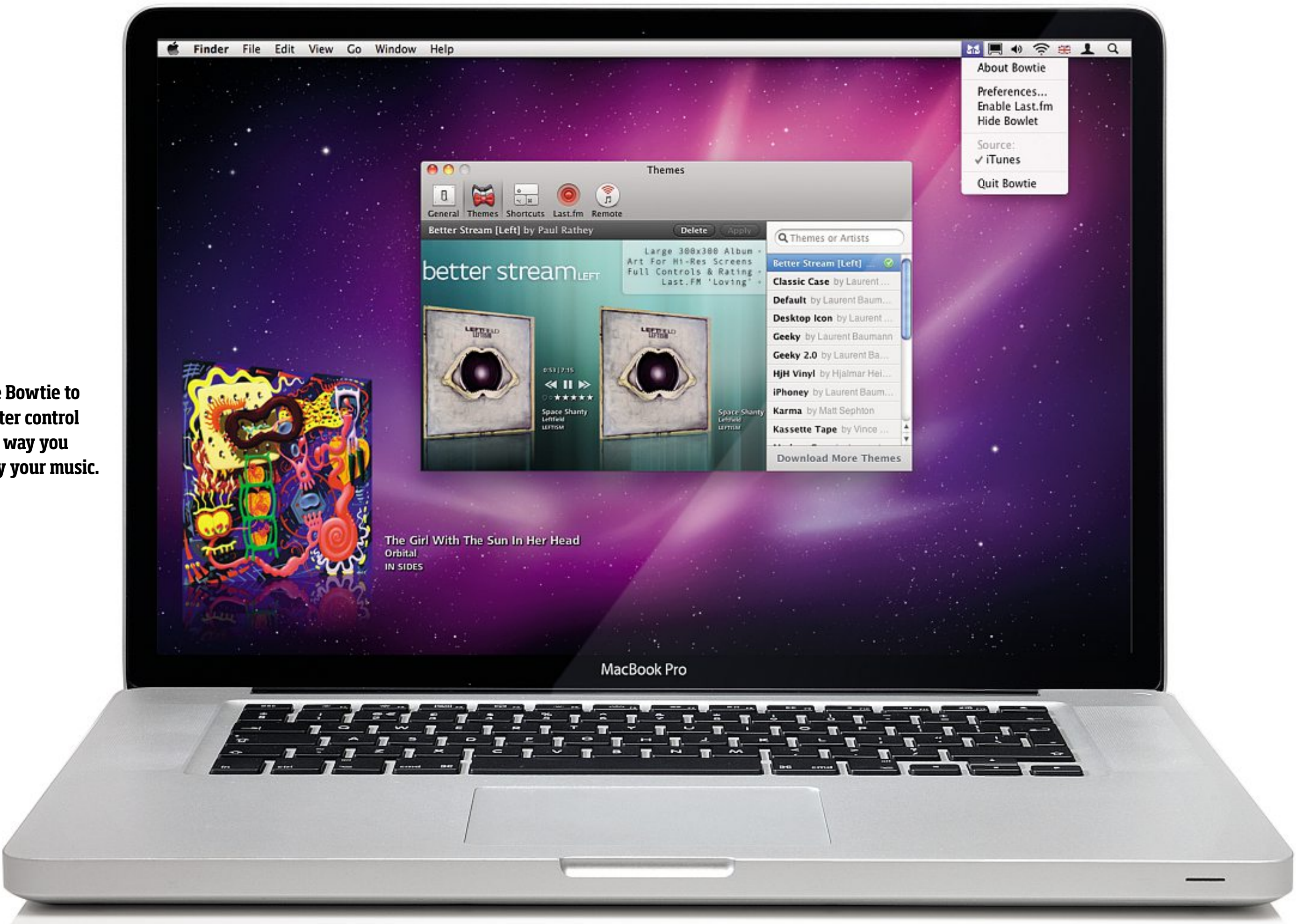
07 Split

Add yet another clip and this time choose Clip > Special Effect > Split at Beat Markers. You may wonder what the use of that effect is since no alterations have been made to your clip: it's just been cut. But you can use this tool to replace some of the cut clips with others.


Replace
Replace from Start
Replace from End
Replace at Playhead
Insert
Audio Only
Cutaway
Picture in Picture
Side by Side
Green Screen
Blue Screen
Cancel
Event Library

08 Replace

For this next step to work, **Advanced Tools** must be turned on. Drag a clip from one of your Events over one of the clips you cut in step 7. Choose **Replace from Start**. This replaces the original with the new one, but preserves the original length, thus keeping things in time. ●


Finder File Edit View Go Window Help
About Bowtie
Preferences...
Enable Last.fm
Hide Bowlet
Source:
✓ iTunes
Quit Bowtie
Themes
General
Themes
Shortcuts
Last.fm
Remote
Better Stream [Left] by Paul Rathey
Delete
Apply
better streamLEFT
Large 300x300 Album Art For Hi-Res Screens Full Controls & Rating Last.FM 'Loving'
Themes or Artists
Better Stream [Left]
Classic Case by Laurent
Default by Laurent Baum
Desktop Icon by Laurent
Geeky by Laurent Baumann
Geeky 2.0 by Laurent Ba
HjH Vinyl by Hjalmar Hei
iPhoney by Laurent Baum
Karma by Matt Sephton
Kassette Tape by Vince
Download More Themes
Space Shanty
Leftfield
LEFTISM
The Girl With The Sun In Her Head
Orbital
IN SIDES
MacBook Pro

Use Bowtie to better control the way you play your music.

Control iTunes more easily

Use the free Bowtie to add a customisable iTunes controller to your Mac

>> KEY INFO

DIFFICULTY:
Beginner

TIME NEEDED:
10 minutes

WHAT YOU'LL NEED:
iTunes 10, Mac OS X 10.6.6+, Bowtie 1.3.1+

>> ON THE DISC
Find a copy of *Bowtie* on the disc.

Recent versions of *iTunes* offer a couple of ways to control your music system-wide, over and above using the media keys on your keyboard. Clicking the green zoom button reduces the *iTunes* interface to a mini player, which has playback and volume controls, a scrubbing bar (if the window's wide enough) and provides details about the currently playing track. By checking **Keep Mini Player on top of all other windows**, you can also ensure the window doesn't end up in the background.

Additionally, click the rightmost of the four buttons under the sidebar and you'll activate the artwork viewer. Click this and it opens into its own resizable window, although there's no way to force it to stay on top of other content.

Both options are fine, but if you want a more customised experience, *Bowtie* is a great download. The free app is available from the Mac App Store and provides more flexibility than the standard *iTunes* controllers. (Also, note that if you're a web guru, you can make your own themes – the theme engine is based on HTML, CSS and JavaScript.)

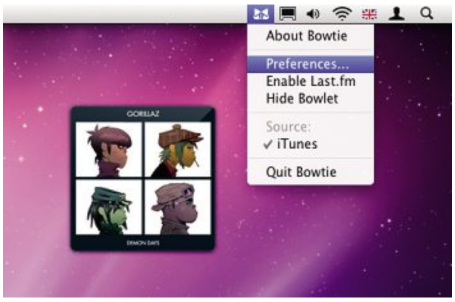
> *"Bowtie is available from the Mac App Store and provides more flexibility than standard controllers"*

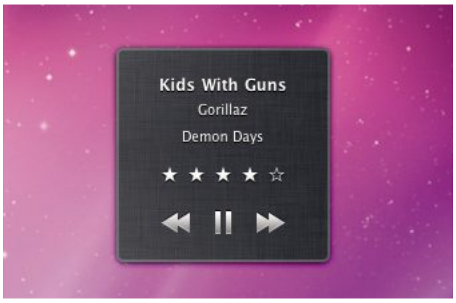
Since *Bowtie* is a faceless application, it doesn't show up in the application switcher. To temporarily hide the Bowlet icon, select **Hide Bowlet** from the *Bowtie* menu extra's menu or from the contextual menu shown in step 6. You can also quit *Bowtie* from either menu.

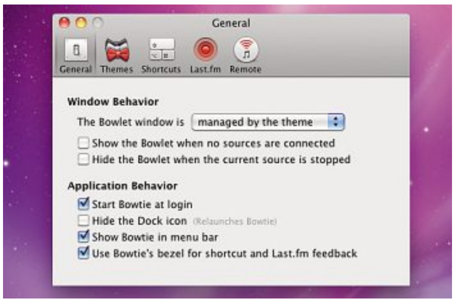
Bowtie also has a couple of extra features that we don't cover in the walkthrough. Select **Last.fm** in the preferences and you can connect to your Last.fm account, so your listening habits will be 'scrobbled' to the service. And with the **Remote** preferences and the 59p *Bowtie for iPhone* app, you can use *Bowtie* on your Mac to control music playback on an iOS device.

Craig Grannell

HOW TO / Control iTunes and customise Bowtie


About Bowtie
Preferences...
Enable Last.fm
Hide Bowlet
Source:
✓ iTunes
Quit Bowtie
GORILLAZ
DEMON DAYS


Kids With Guns
Gorillaz
Demon Days
★ ★ ★ ★ ☆


General
General
Themes
Shortcuts
Last.fm
Remote

Window Behavior
The Bowlet window is managed by the theme
☐ Show the Bowlet when no sources are connected
☐ Hide the Bowlet when the current source is stopped
Application Behavior
☑ Start Bowtie at login
☐ Hide the Dock icon (Relaunches Bowtie)
☑ Show Bowtie in menu bar
☑ Use Bowtie's bezel for shortcut and Last.fm feedback

01 Get started

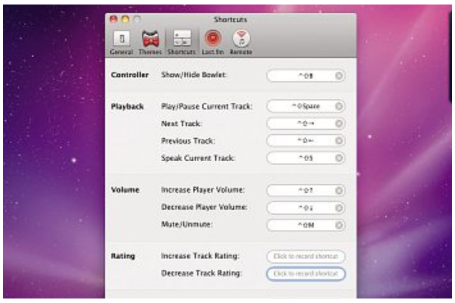
Launch *iTunes* and start playing some music. Launch *Bowtie*. You should see a bow-tie appear in the menu bar and the cover artwork for the current track appear on the screen. If you click the bow-tie icon, you can access the app's preferences from the menu.

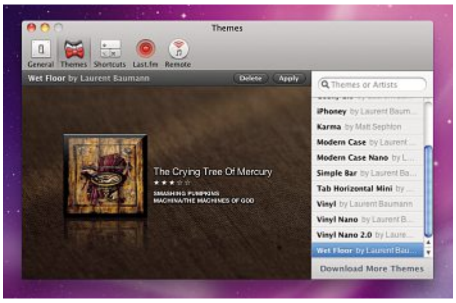
02 Access playback controls

Drag the cover art around the screen – you'll see that, by default, it appears above other content. Now double-click it. You'll see information about the currently playing song, ratings and controls. Click the stars to (re)rate a track, and the controls to skip, play and pause.

03 Define preferences

Access *Bowtie*'s preferences. Select **General**. Under **Window Behavior**, select an alternate menu option if you want the controller (the 'Bowlet') to behave as a standard window or be forced to desktop level. Check **Start Bowtie at login** if you so desire.


Shortcuts
General
Themes
Shortcuts
Last.fm
Remote
Controller
Show/Hide Bowlet:
Playback
Play/Pause Current Track:
Next Track:
Previous Track:
Speak Current Track:
Volume
Increase Player Volume:
Decrease Player Volume:
Mute/Unmute:
Rating
Increase Track Rating:
Decrease Track Rating:
Click to record shortcut

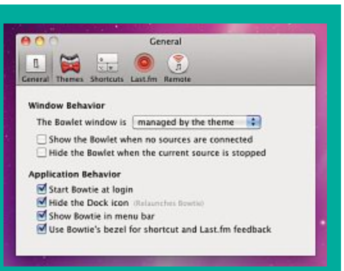

Themes
General
Themes
Shortcuts
Last.fm
Remote
Wet Floor by Laurent Baumann
Delete
Apply
Themes or Artists
The Crying Tree Of Mercury
iPhoney
Karma
Modern Case
Modern Case Nano
Simple Bar
Tab Horizontal Mini
Vinyl
Vinyl Nano
Vinyl Nano 2.0
Wet Floor
Download More Themes

04 Define shortcuts

Select the **Shortcuts** section in the preferences. To redefine a shortcut, click inside one of the fields and press a new key combo. To disable a shortcut, check the 'x' within the field. (The increase/decrease ratings shortcuts, for example, clash with text-editing shortcuts.)

05 View themes

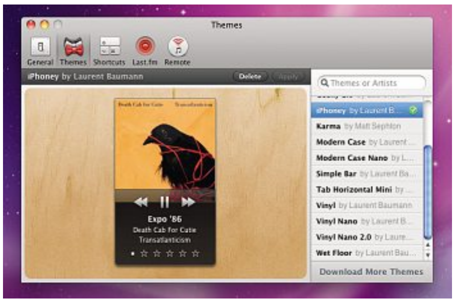
Access the preferences' **Themes** section. Here, you can amend the Bowlet's look and feel. Select a theme to view a preview within the preferences window. You can use the search box at the top of the list to filter themes and find a specific one if you have a few (see step 7).

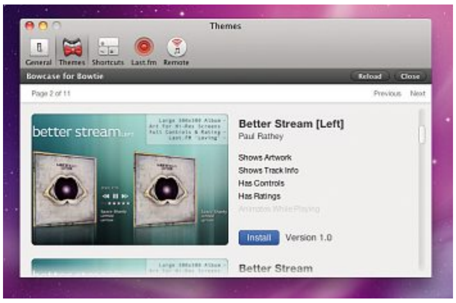

General
General
Themes
Shortcuts
Last.fm
Remote

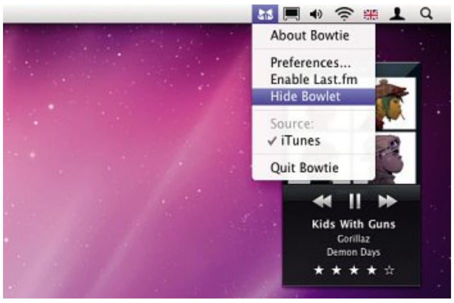
Window Behavior
The Bowlet window is managed by the theme
☐ Show the Bowlet when no sources are connected
☐ Hide the Bowlet when the current source is stopped
Application Behavior
☑ Start Bowtie at login
☑ Hide the Dock icon (Relaunches Bowtie)
☑ Show Bowtie in menu bar
☑ Use Bowtie's bezel for shortcut and Last.fm feedback

QUICK TIP

As with all Mac App Store downloads, *Bowtie* appears in the Dock. However, as a faceless app controlled from the menu bar, this is redundant. Remove it by checking **Hide the Dock icon** in the **General** section of the preferences.


Themes
General
Themes
Shortcuts
Last.fm
Remote
iPhoney by Laurent Baumann
Delete
Apply
Themes or Artists
Expo '86
Death Cab for Cutie
Transatlanticism
iPhoney
Karma
Modern Case
Modern Case Nano
Simple Bar
Tab Horizontal Mini
Vinyl
Vinyl Nano
Vinyl Nano 2.0
Wet Floor
Download More Themes


Themes
General
Themes
Shortcuts
Last.fm
Remote
Bowcase for Bowtie
Reload
Close
Page 2 of 11
Previous
Next
better stream
Better Stream [Left]
Paul Flathey
Shows Artwork
Shows Track Info
Has Controls
Has Ratings
Animates While Playing
Install
Version 1.0
Better Stream


About Bowtie
Preferences...
Enable Last.fm
Hide Bowlet
Source:
✓ iTunes
Quit Bowtie
Kids With Guns
Gorillaz
Demon Days
★ ★ ★ ★ ☆

06 Apply a theme

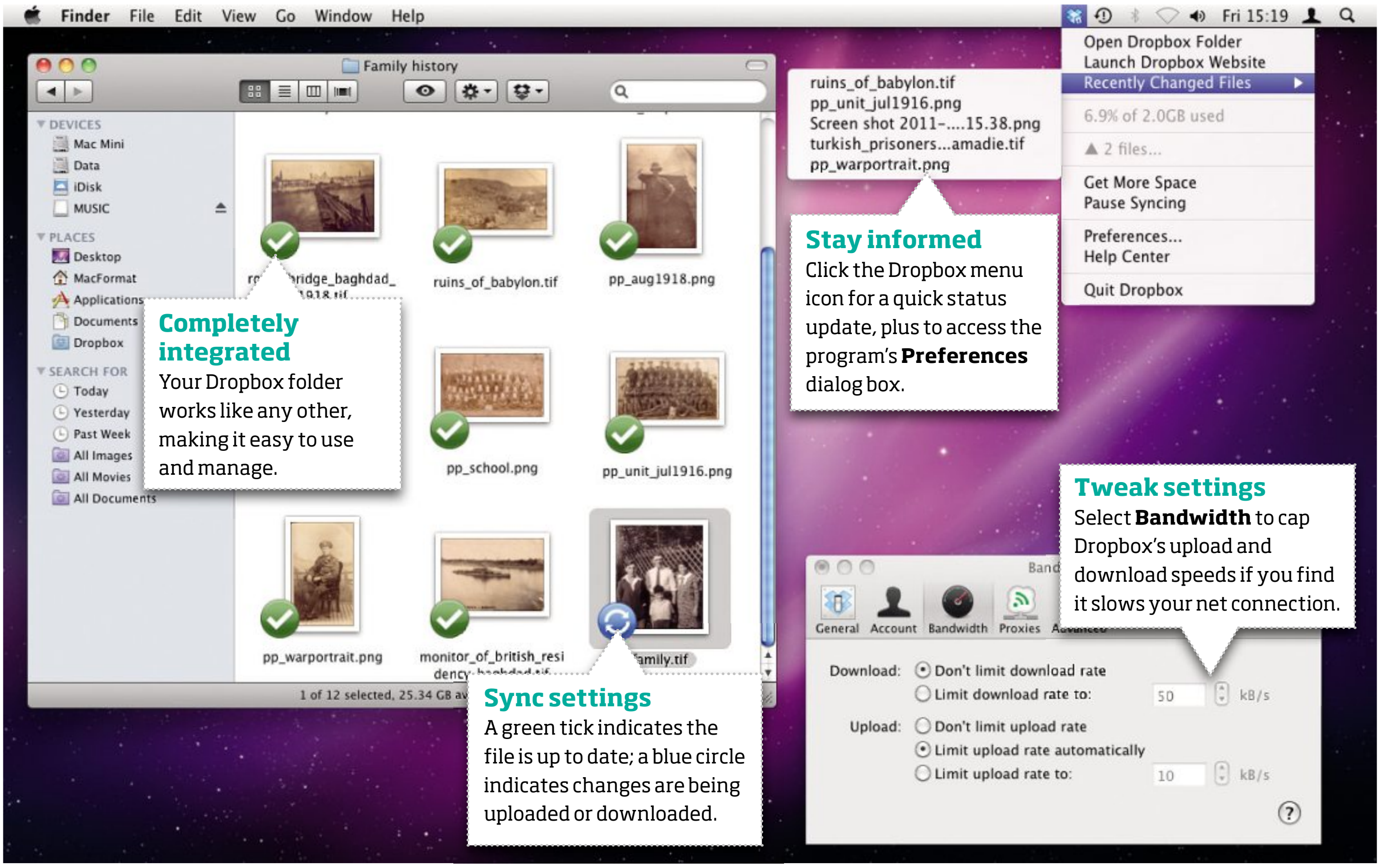
Applying a new theme is simple. Select it in the preferences (we've chosen 'iPhoney') then click **Apply**. The Bowlet will fade out and back in again. You can also ctrl -click the Bowlet and select **Lock Position** to make it stay put at a specific screen location.

07 Download new themes

Click **Download More Themes**. Find one you like and click **Install**. *Bowtie* will show a 'downloading' progress bar and then select the newly downloaded theme in the themes list. If you later want to discard a theme, select it and press the **Delete** button.

08 Hide the Bowlet

Since *Bowtie* is a faceless application, it doesn't show up in the Mac OS X application switcher. To hide the Bowlet, select **Hide Bowlet** from the *Bowtie* menu extra's menu or from the contextual menu shown in step 6. You can also quit *Bowtie* from either menu. ●


Finder File Edit View Go Window Help
Fri 15:19
Family history
DEVICES
Mac Mini
Data
iDisk
MUSIC
PLACES
Desktop
MacFormat
Applications
Documents
Dropbox
SEARCH FOR
Today
Yesterday
Past Week
All Images
All Movies
All Documents
ruins_of_babylon.tif
pp_aug1918.png
pp_school.png
pp_unit_jul1916.png
pp_warportrait.png
monitor_of_british_residency_baghdad.tif
family.tif
1 of 12 selected, 25.34 GB av
ruins_of_babylon.tif
pp_unit_jul1916.png
Screen shot 2011-....15.38.png
turkish_prisoners...amadie.tif
pp_warportrait.png
Open Dropbox Folder
Launch Dropbox Website
Recently Changed Files
6.9% of 2.0GB used
2 files...
Get More Space
Pause Syncing
Preferences...
Help Center
Quit Dropbox
General
Account
Bandwidth
Proxies
Advanced

Download: ◉ Don't limit download rate
○ Limit download rate to: 50 kB/s

Upload: ○ Don't limit upload rate
◉ Limit upload rate automatically
○ Limit upload rate to: 10 kB/s

Completely integrated
Your Dropbox folder works like any other, making it easy to use and manage.

Stay informed
Click the Dropbox menu icon for a quick status update, plus to access the program's **Preferences** dialog box.

Tweak settings
Select **Bandwidth** to cap Dropbox's upload and download speeds if you find it slows your net connection.

Sync settings
A green tick indicates the file is up to date; a blue circle indicates changes are being uploaded or downloaded.

Back up and sync effortlessly

Sync and share files across all your computers and devices with Dropbox

>> KEY INFO

DIFFICULTY:
Beginner

TIME NEEDED:
15 minutes

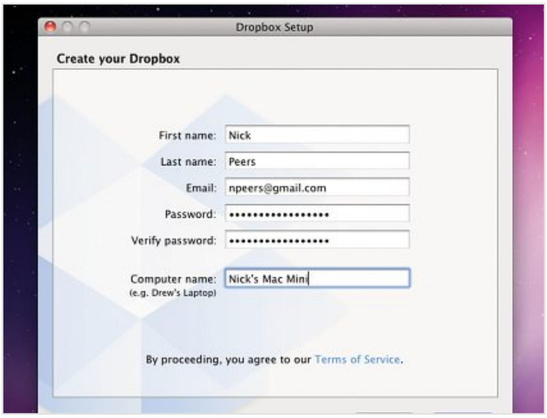
WHAT YOU'LL NEED:
Mac OS X 10.4 or later, Dropbox, broadband internet connection

When it comes to backing up, it's a good idea to store at least one copy of your files on the internet. Dropbox is one of many services offering online backup in the form of a special folder into which you copy or save your precious files. But it goes further too: Dropbox also automatically synchronises your online storage across all the computers and devices you own, plus it stores previous versions of your files – just in case you need to undo any saved changes for whatever reason. And rounding off its capabilities is the ability to share files with others.

Dropbox offers 2GB free storage space to all account holders – when utilised carefully this is more than enough for storing precious documents, along with a selection of photos and other media files too. If you do need more space, you can upgrade to one of Dropbox's paid-for services, offering either 50GB ($10/£6 per month) or 100GB ($20/£12 per month).

Dropbox works with Windows and Linux as well as Mac, so you can use it on all the computers you own. Throw in a free iPhone app and you can access your files on the move. Finally, you can access your Dropbox folder from any internet-connected computer using its web browser. **Nick Peers**

>> ON THE DISC
You can find Dropbox on your disc


Dropbox Setup

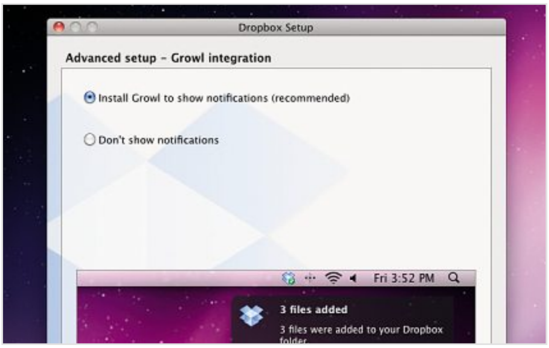
Create your Dropbox

First name: Nick
Last name: Peers
Email: npeers@gmail.com
Password: ••••••••••••••••
Verify password: ••••••••••••••••
Computer name: Nick's Mac Mini
(e.g. Drew's Laptop)

By proceeding, you agree to our Terms of Service.

01 Get started

Install the Dropbox client from the cover disc and launch it from the **Applications** folder. Assuming you don't have a Dropbox account, leave 'I don't have a Dropbox account' selected and click **Continue**. Enter the details requested, change the computer name if necessary and click **Continue** to set up your Dropbox. Leave the free 2GB option selected for now – you can always upgrade later – and click **Continue** again.


Dropbox Setup
Fri 3:52 PM

Advanced setup – Growl integration

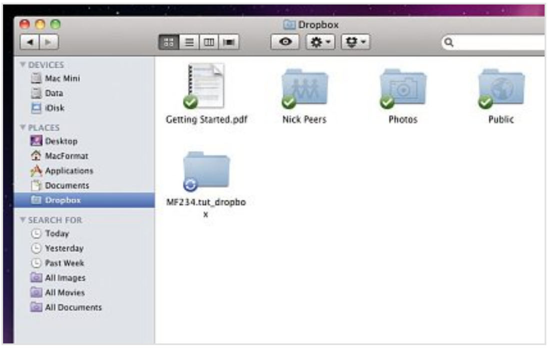
● Install Growl to show notifications (recommended)

○ Don't show notifications

3 files added
3 files were added to your Dropbox folder

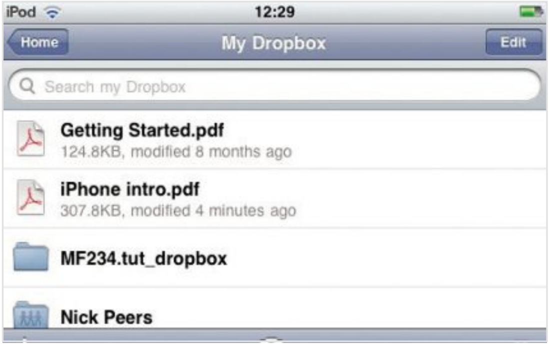
02 Choose settings

If you're happy to leave the Dropbox folder inside your personal user folder, select **Typical** and click **Next**; otherwise click **Advanced** to choose a different location, select whether or not to have notifications appear, and whether to sync all folders in the Dropbox folder, or just selected ones. Finally, watch the Dropbox tour.


Dropbox
DEVICES
Mac Mini
Data
iDisk
PLACES
Desktop
MacFormat
Applications
Documents
Dropbox
SEARCH FOR
Today
Yesterday
Past Week
All Images
All Movies
All Documents
Getting Started.pdf
Nick Peers
Photos
Public
MF234.tut_dropbox

03 Start syncing

Install Dropbox on your other computers, but choose to log on with the email and password you created in step 1 to link them. Now you can sync files and folders between your computers using the Dropbox folder as an intermediary. If you update a file on one computer, the changes will be uploaded to all other computers too.


iPod
12:29
Home
My Dropbox
Edit
Search my Dropbox

Getting Started.pdf
124.8KB, modified 8 months ago

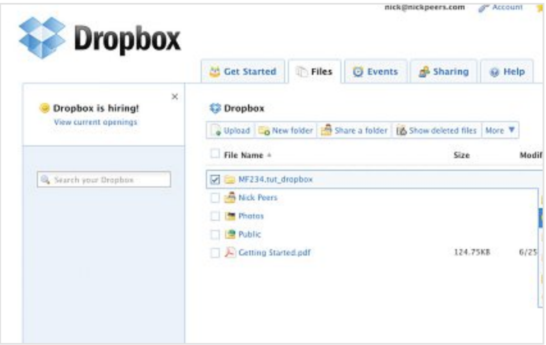
iPhone intro.pdf
307.8KB, modified 4 minutes ago

MF234.tut_dropbox

Nick Peers

04 Access from your iPhone

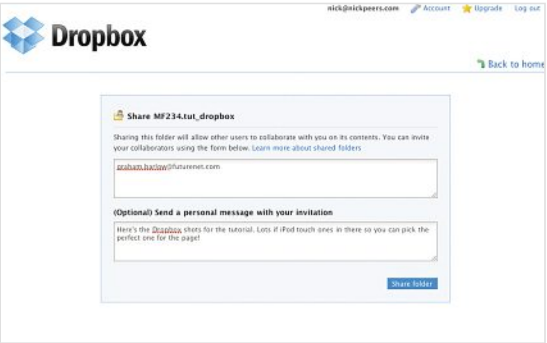
There's a free app for iOS device users that allows you to access your Dropbox – once logged in, view files, watch video and listen to music stored in your Dropbox folder. Access any file offline by marking it as a favourite, which downloads it to your device. You can share files and upload photos and video from your phone to Dropbox too.


nick@nickpeers.com
Account
Dropbox
Get Started
Files
Events
Sharing
Help
Dropbox is hiring!
View current openings
Search your Dropbox
Dropbox
Upload
New folder
Share a folder
Show deleted files
More

File Name	Size	Modif
☑ MF234.tut_dropbox		
☐ Nick Peers		
☐ Photos		
☐ Public		
☐ Getting Started.pdf	124.75KB	6/25

05 Access from anywhere

You can also access your Dropbox folder from any internet-connected computer by logging on through a secure web browser: browse to **www.dropbox.com**, click the **Log In** button and enter your email address and password. From here you can access the files in your Dropbox folder as if you were sat at your Mac.


nick@nickpeers.com
Account
Upgrade
Log out
Dropbox
Back to home
Share folder

Share MF234.tut_dropbox

Sharing this folder will allow other users to collaborate with you on its contents. You can invite your collaborators using the form below. Learn more about shared folders

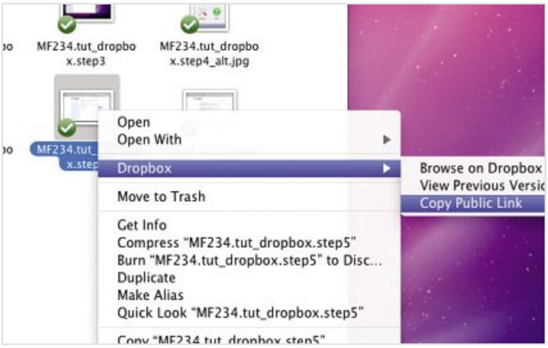
graham.barlow@futurenet.com

(Optional) Send a personal message with your invitation

Here's the Dropbox shots for the tutorial. Lots if iPod touch ones in there so you can pick the perfect one for the page!

06 Share folders

Sharing folders or files with other Dropbox users is simple – ask them for their Dropbox logon email address, then open your Dropbox folder. ctrl-click the file or folder in question and choose Dropbox > Share This Folder… Enter their email address, type a message and click **Share Folder**. They'll be notified and directed to the file/folder.


MF234.tut_dropbox.step3
MF234.tut_dropbox.step4_alt.jpg
MF234.tut_dropbox.step
Open
Open With
Dropbox
Move to Trash
Get Info
Compress "MF234.tut_dropbox.step5"
Burn "MF234.tut_dropbox.step5" to Disc…
Duplicate
Make Alias
Quick Look "MF234.tut_dropbox.step5"
Copy "MF234.tut_dropbox.step5"
Browse on Dropbox
View Previous Versic
Copy Public Link

07 Share with anyone

Non-Dropbox users can only download files that are copied or moved into the **Public** folder of your Dropbox folder. Once done, ctrl-click the file and choose Dropbox > Copy Public Link. This copies the file's URL to the clipboard – pass this on to your intended recipient and they can download a copy of the file to their computer. ●

»EXPERT TIP

Roll back the changes

Dropbox also stores previous versions of your files, so if you decide to reject a recently edited file in favour of an earlier edit, all is not lost. Browse to the file in your Dropbox folder, ctrl-click it and choose Dropbox > View Previous Versions.

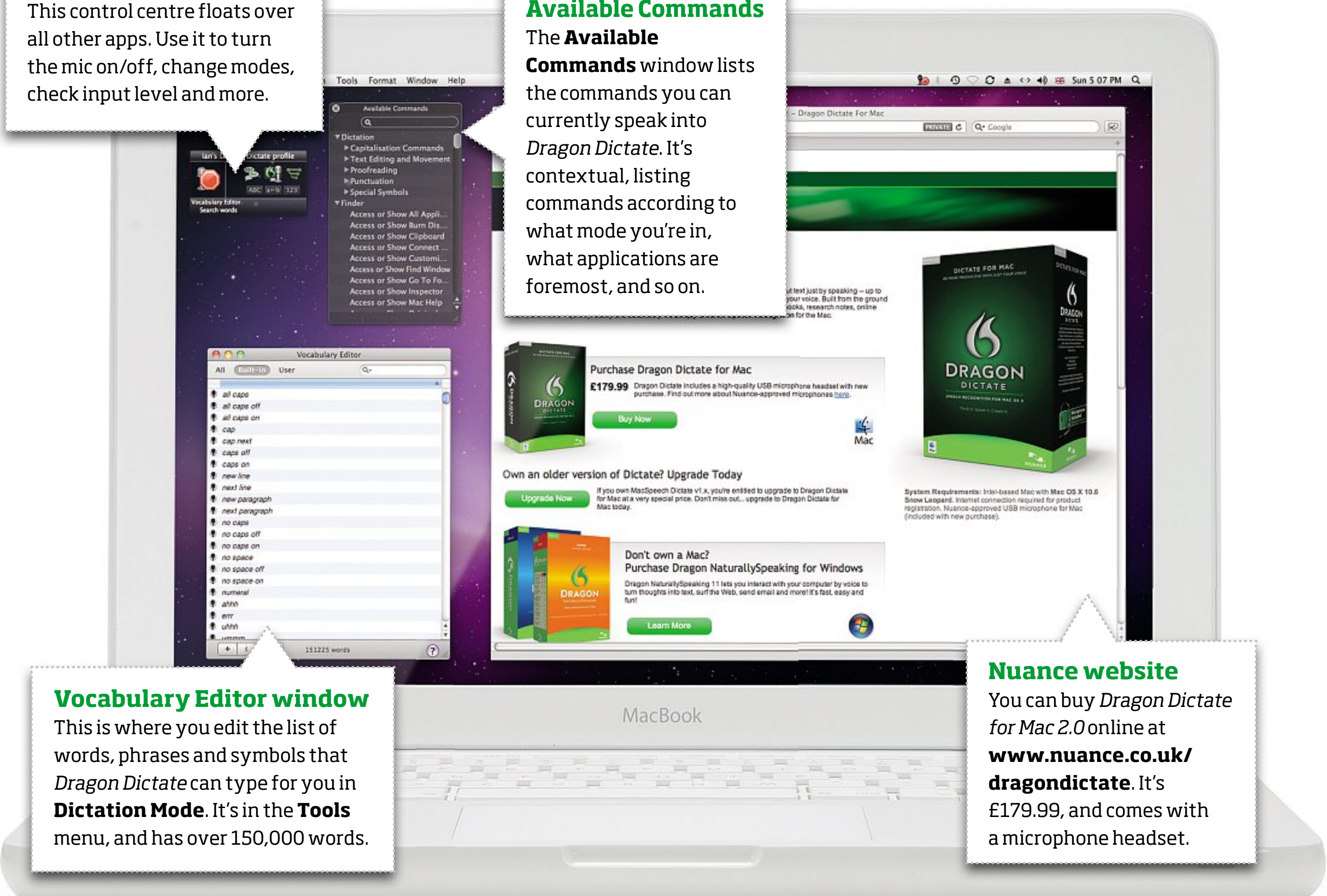
A browser window will open with a list of all previous versions of the file – if it's a document, photo or other supported format, a magnifying glass icon will appear next to each version, click to preview it.

When you've found the version you want, select it and click **Restore**. The file will be restored, but don't worry if you change your mind again: Dropbox stores all file changes for up to 30 days, so if you do want to reapply a later version (or go back further in time) simply repeat the process to choose another version.

»QUICK TIP

Files – particularly large ones – aren't updated instantly. You may have to wait a few minutes while the files are uploaded and downloaded to each of your connected devices.

DRAGON
DICTATE


Available Commands
Dictation
Capitalisation Commands
Text Editing and Movement
Proofreading
Punctuation
Special Symbols
Finder
Vocabulary Editor
Purchase Dragon Dictate for Mac
£179.99
Buy Now
Own an older version of Dictate? Upgrade Today
Upgrade Now
Don't own a Mac?
Purchase Dragon NaturallySpeaking for Windows
Learn More
MacBook

Status window
This control centre floats over all other apps. Use it to turn the mic on/off, change modes, check input level and more.

Available Commands
The **Available Commands** window lists the commands you can currently speak into *Dragon Dictate*. It's contextual, listing commands according to what mode you're in, what applications are foremost, and so on.

Vocabulary Editor window
This is where you edit the list of words, phrases and symbols that *Dragon Dictate* can type for you in **Dictation Mode**. It's in the **Tools** menu, and has over 150,000 words.

Nuance website
You can buy *Dragon Dictate for Mac 2.0* online at **www.nuance.co.uk/dragondictate**. It's £179.99, and comes with a microphone headset.

Get more from Dragon Dictate

More exciting tips for the Mac's leading voice-to-text application

>> KEY INFO

DIFFICULTY:
Intermediate

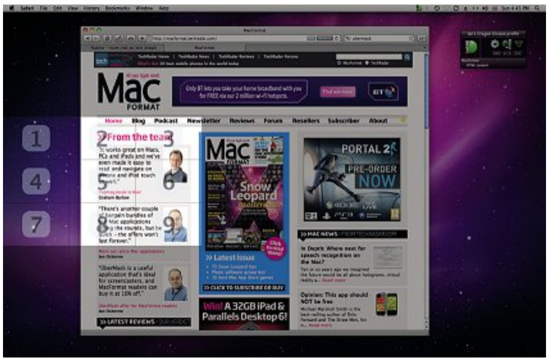
TIME NEEDED:
1 hour

WHAT YOU'LL NEED:
A copy of Dragon Dictate, an Intel Mac running OS X 10.6

Nuance's *Dragon Dictate for Mac 2.0* is OS X's leading application for turning the spoken word into written text. Powered by the Dragon speech recognition engine and brought to us by the company behind the PC's *Dragon NaturallySpeaking* and *Dragon Dictation* for iOS, *Dragon Dictate* enables you to produce reports, emails, articles, research notes, online content and more by speaking into a microphone headset plugged into your Mac instead of typing on your Mac's keyboard. As talking is up to three times faster than typing, it could save you a lot of time.

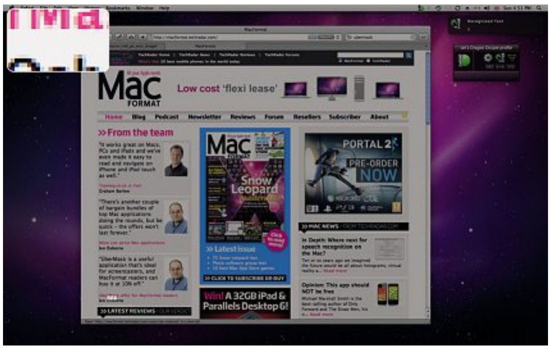
Back in *MF232*, we covered *Dragon Dictate*'s dictation features, such as training the application to accept non-standard words and spellings you regularly use, and setting up voice macros to insert a piece of text into a document with a single command. This month, we look at getting to grips with key features such as editing commands, proofreading capabilities and MouseGrid, which lets you control your on screen cursor with your voice. It's like stepping into the future!

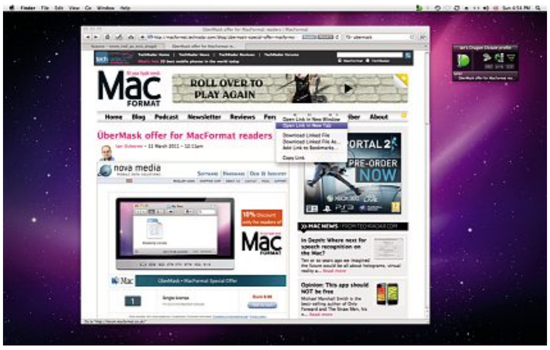
Ian Osborne



01 The MouseGrid

An exciting new feature in *Dragon Dictate for Mac 2.0* is the MouseGrid, which enables you to control your pointer's movement and actions with your voice. Activate it using the command **Open MouseGrid**, which divides the screen into a numbered three-by-three grid. Alternatively, the command **Small MouseGrid** creates a much smaller grid around the mouse pointer itself.



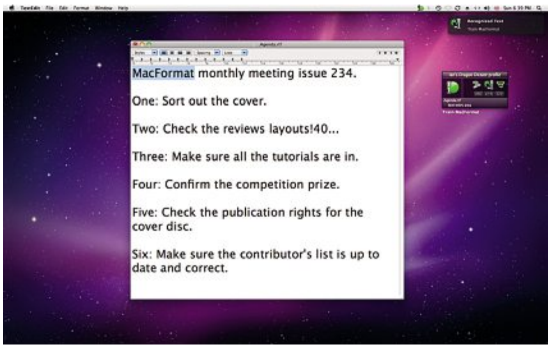


02 Mouse movement

To move the mouse in the MouseGrid, say the number representing the section of the screen you wish to move it to. This section is divided into a smaller grid; say a number once more for a yet smaller grid. When your pointer is where you want it, say "Cancel". For fine-tuning, say "Move Mouse Left/Right/Up/Down", then "Stop".

03 Mouse clicks

To press a mouse button, use the commands, "Mouse click", "Mouse double click", "Mouse triple click", "Press" or "Hold mouse" and "Release mouse". You can add modifiers such as Command, Option, Shift or Caps Lock. To to carry out a right-click, the command is "Command mouse click". Use more than one modifier if necessary.



MacFormat monthly meeting issue 234.

One: Sort out the cover.

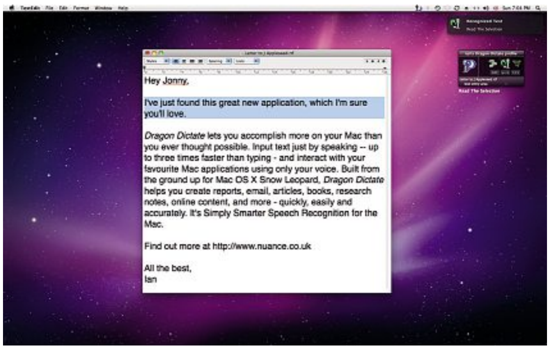
Two: Check the reviews layouts!40...

Three: Make sure all the tutorials are in.

Four: Confirm the competition prize.

Five: Check the publication rights for the cover disc.

Six: Make sure the contributor's list is up to date and correct.



Hey Jonny,

I've just found this great new application, which I'm sure you'll love.

Dragon Dictate lets you accomplish more on your Mac than you ever thought possible. Input text just by speaking -- up to three times faster than typing - and interact with your favourite Mac applications using only your voice. Built from the ground up for Mac OS X Snow Leopard, *Dragon Dictate* helps you create reports, email, articles, books, research notes, online content, and more - quickly, easily and accurately. It's Simply Smarter Speech Recognition for the Mac.

Find out more at http://www.nuance.co.uk

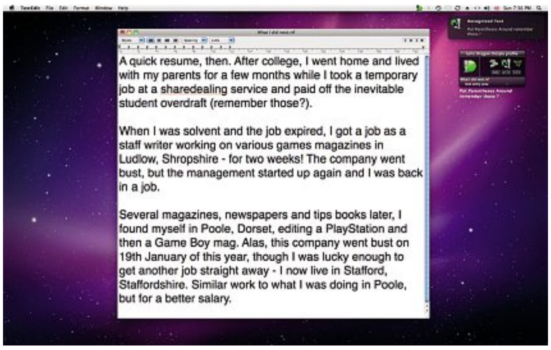
All the best,
Ian

04 Editing commands

Dragon Dictate 2.0 boasts a host of new editing commands designed to be easy to say and remember. You can select a section of text by saying, "Select <text>", and erase it with "Delete <text>". You can change the case with "Uppercase <text>" and "Lowercase <text>", and train it to recognise a word or phrase with "Train <text>".

05 Proofreading commands

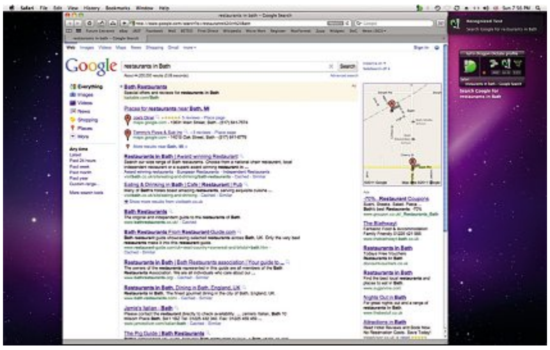
Get *Dragon Dictate 2.0* to read text back to you using OS X's powerful text-to-speech capabilities. To have the application read back a specific section of text, say "Read" or "Proofread <text>". To hear an entire document, say "Read/Proofread document". To proof a section of text you've selected, say "Read/Proofread the selection".



A quick resume, then. After college, I went home and lived with my parents for a few months while I took a temporary job at a sharedealing service and paid off the inevitable student overdraft (remember those?).

When I was solvent and the job expired, I got a job as a staff writer working on various games magazines in Ludlow, Shropshire - for two weeks! The company went bust, but the management started up again and I was back in a job.

Several magazines, newspapers and tips books later, I found myself in Poole, Dorset, editing a PlayStation and then a Game Boy mag. Alas, this company went bust on 19th January of this year, though I was lucky enough to get another job straight away - I now live in Stafford, Staffordshire. Similar work to what I was doing in Poole, but for a better salary.



06 Surrounding punctuation

Enclose a section of text with quote marks by saying, "Put quotes around <text>"; or put a section of text inside brackets with "Put parentheses around <text>". For squared brackets, say "Put brackets around <text>". For angle brackets, "Put angle brackets around <text>", and for curly brackets, "Put brace around <text>".

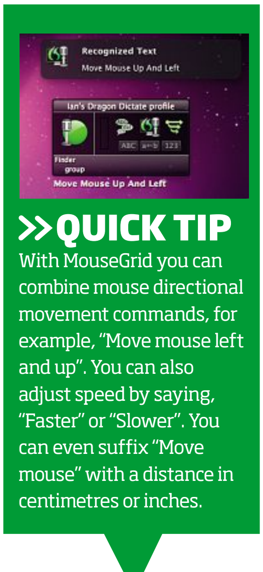
07 Voice shortcuts

Dragon Voice Shortcuts offer an easy way to locate files, content and information using a single voice command. For example, in *Safari*, you can use commands like "Search Google for restaurants in Bath". "Search Mail for <text>" searches your emails, and you can look through your Mac with "Search Spotlight for <text>". ●

>>EXPERT TIP

Common commands

As well as turning your speech into text, you can also issue instructions using voice commands. For example, if you want to spell out a word letter by letter, say "Spelling mode" to switch to this function. To issue commands instead of dictating text, say "Command mode". To switch back to dictation, say "Dictation mode". Issue voice commands in **Command Mode**. The command to put the app to sleep is "Go to sleep", while "Wake up" wakes it again. To switch off the mic, say "Microphone off". There are also several voice commands available for editing dictation. "New line" hits the ⏎ key once, and "New paragraph" presses it twice. To move to the start or end of a document, say "Go to end" or "Go to beginning". To start the next word with a capital letter, prefix it with "Cap", or "All caps" to capitalise throughout. "Caps on" and "Caps off" is the equivalent of using ⇧.



>>QUICK TIP

With MouseGrid you can combine mouse directional movement commands, for example, "Move mouse left and up". You can also adjust speed by saying, "Faster" or "Slower". You can even suffix "Move mouse" with a distance in centimetres or inches.

Use your iPad as a second screen for your Mac

Turn your iPhone, iPad or iPod touch into the ultimate Mac accessory

>> KEY INFO

DIFFICULTY: Intermediate

TIME NEEDED: 30 minutes

WHAT YOU'LL NEED: iPad, iPhone or iPod touch and a Mac connected to the same Wi-Fi network

Extend your Mac workspace with the help of either your iPhone or iPad screen.

As an Apple fan it's more than likely that you've got an iPad, iPhone or an iPod touch as well as your beloved Mac, but are you getting the most out of using these devices together? Did you know that your iOS device can become the perfect complement for your desktop or notebook? Here we'll show you how.

For starters, your iPhone, iPod touch or iPad, can be used as an additional screen. You won't get the same performance as you would with a physically connected monitor (see *MF232* for our tutorial on adding screens to your Mac), but why not park your *iTunes* window on the iPad screen so that you've always got it accessible? Or if you're researching online and making notes, use your main display for *Safari* and pop your word processor on the iPad to jot things down. We'll show you how to get set up with this on the following page. You can also use the iPad or iPhone as a controller for your Mac – have a look at the box opposite for more on this.

First though, why not take advantage of all that storage? Out of the box, you can't use your iPad, iPhone or iPod touch as plug-and-play external storage in the way you could with older iPods. But with a Mac app called *Phone Disk*, your iOS device will mount on your desktop when you connect it with a USB lead.

> *"Why not park your iTunes window on the iPad screen so that you've always got it accessible to you?"*

Go to **http://bit.ly/macformat phonedisk** and click the Download link to try it out. Note that the full, single-user version costs £13. Work through the installer and restart when it's done, and double-click the *Phone Disk* app in your **Applications** folder (for ease of use, go to System Preferences > Accounts > Login Items and add it to the list so that it loads automatically). Now, every time you connect your iOS device to your Mac, it'll appear on your desktop, where you can drag files to it, like you would with a USB flash drive. A word of warning: keep off the stuff that's already there, and drag your device to the Trash before unplugging it.

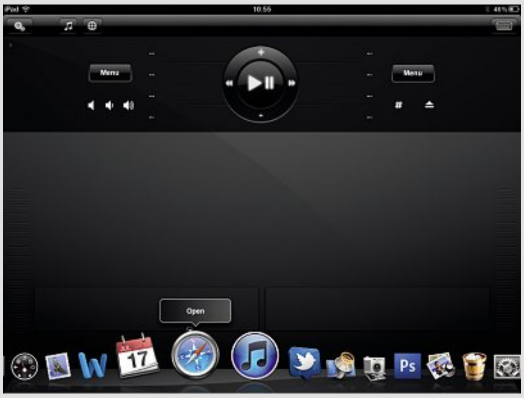
Laurence Cable

MacBook Pro
GRIFFIN

HOW TO / Control your Mac from your device

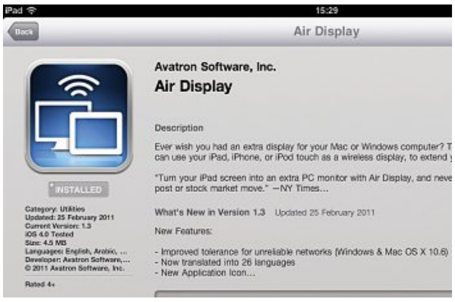
As well as providing you with extra Mac storage and an additional display, your iPhone, iPad or iPod touch can be used as a controller for your Mac. On the iOS App Store, grab yourself a copy of *Mobile Mouse Pro*. There are separate versions for iPhone (£1.19) and iPad (£1.79). You'll need the server software on your Mac too – get this by going to **http://bit.ly/macformatmobilemouse**. Install it and make sure all your kit is connected to the same wireless network. Ensure the Mac app is running by looking for its icon in the menu bar – it should load automatically when you start up. The *Mobile Mouse* system should work without you needing to go near any settings, but if you do need to fiddle with any, or want to password-protect your setup to stop pranksters messing with your Mac, select **Server Settings** in the **Mobile Mouse** menu.

On your portable device, open the app, tap the Settings cogs in the top corner and it'll look for nearby Macs – you should see yours listed (you can also alter the way the controller behaves in the **Options** tab). Once connected, your device becomes a multi-touch trackpad and keyboard with which you can control your Mac. The iPad version even incorporates your Mac's Dock.


iPad
10:55
Menu
Menu
Open

Switch between Mac apps via your iPad with Mobile Mouse.

HOW TO / Use your iPhone or iPad as a second screen


iPad
15:29
Back
Air Display
INSTALLED

Avatron Software, Inc.
Air Display

Description

Ever wish you had an extra display for your Mac or Windows computer? T
can use your iPad, iPhone, or iPod touch as a wireless display, to extend y

"Turn your iPad screen into an extra PC monitor with Air Display, and neve
post or stock market move." —NY Times...

What's New in Version 1.3 Updated 25 February 2011

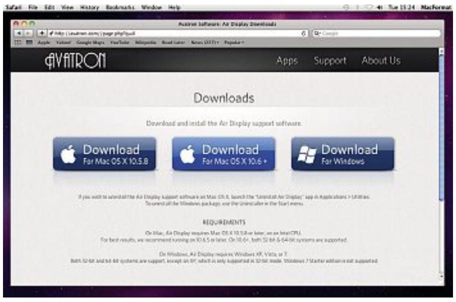
New Features:

- Improved tolerance for unreliable networks (Windows & Mac OS X 10.6)
- Now translated into 26 languages
- New Application Icon...

Category: Utilities
Updated: 25 February 2011
Current Version: 1.3
iOS 4.0 Tested
Size: 4.5 MB
Languages: English, Arabic, ...
Developer: Avatron Software,...
© 2011 Avatron Software, Inc.
Rated 4+

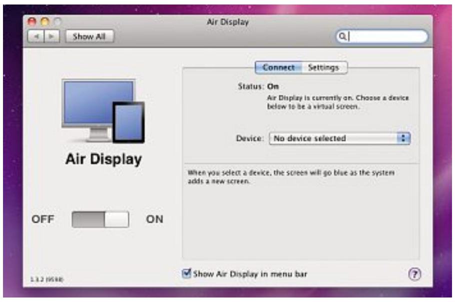
01 Get the Air Display app

There are various iPad apps for using the device as a second screen, but our favourite is *Air Display* (£5.99). Buy yourself a copy. While it's downloading, move back to your Mac and open up a web browser window – you'll need an accompanying bit of software on your Mac.


AVATRON
Apps
Support
About Us
Downloads
Download For Mac OS X 10.5.8
Download For Mac OS X 10.6+
Download For Windows
REQUIREMENTS

02 Download Mac software

Visit http://avatron.com/d. Choose the edition of the software for your version of OS X and click it. Once it's downloaded, the installer file should appear on your screen. Double-click it and work through the steps to load the drivers. You'll need to restart when it's finished.


Air Display
Show All
Connect
Settings
Air Display
OFF
ON
1.3.2 (958)

Status: On
Air Display is currently on. Choose a device below to be a virtual screen.

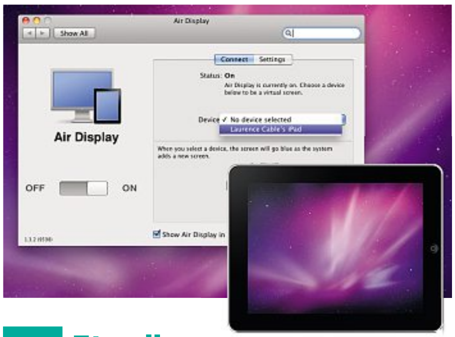
Device: No device selected

When you select a device, the screen will go blue as the system adds a new screen.

☑ Show Air Display in menu bar

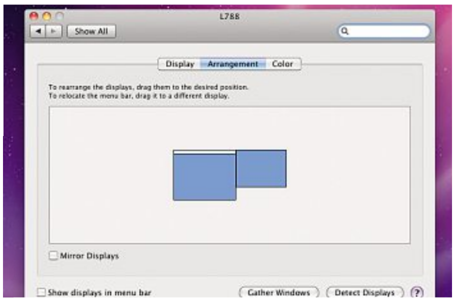
03 Connect the two

With your Mac restarted, make sure it's on the same Wi-Fi network as your iPad. On the iPad, open *Air Display*. Back on the Mac, you'll see a new icon in the menu bar. Click it and select Open Air Display Preferences… Check it's set to On and click the Device drop-down.


Air Display
Show All
Connect
Settings
Air Display
OFF
ON
Device ✓ No device selected
Laurence Cable's iPad

04 Et voila

Click your iPad in the menu and you'll see both screens briefly go blue, before your desktop background appears on your iPad screen. Now think about where you're going to put your iPad in relation to your Mac. Put it in position and click Show All on your Mac screen.


L788
Show All
Display
Arrangement
Color
Gather Windows
Detect Displays

To rearrange the displays, drag them to the desired position.
To relocate the menu bar, drag it to a different display.

☐ Mirror Displays

☐ Show displays in menu bar

05 Arrange the screens

In the *System Preferences* window that appears, click Displays. You'll see a window open on each screen – note that you can colour-calibrate your iPad's screen here, should you wish. On the Mac, click Arrangement. The iPad is the one without a white bar – drag to position.

PARENTAL CONTROL
This episode: Monday 21 Feb 2011 8pm on Channel 4
Secret NHS Diaries
Invisalign
4oD SEARCH TOOL

06 Enjoy the space

Now drag your windows onto the iPad to use it as a second screen. Why not pop your *iTunes* or *Mail* windows there? Using *Air Display*, you can play Flash video on your iPad! Tap to move the mouse, or use two fingers to scroll. Note: sound will play through your Mac. ●

>> OS X SURVIVAL GUIDE

Apple Hardware Test

Sporadic errors? Time to break out the diagnostic big guns

>> PROFILE

Name: Christopher Brennan
Occupation: Freelance journalist, Mac consultant and house-husband
System(s): Mac Pro (2x2.8GHz), MacBook (2GHz), 20-inch iMac (2GHz), 12-inch PowerBook G4 (1GHz)

Faults of the intermittent variety are the bane of my life. There are, I realise, worse things that could blight my days, but there you go. A Mac with an intermittent fault is a pain for two reasons. Number one: it inevitably disappears as soon as I arrive to fix it, and number two: it usually restarts as soon as I'm a sufficient distance away for it to be a pain to return.

There's a third more realistic reason the intermittent fault is a real misery and it's that they are difficult to diagnose and repair. Whenever I'm presented with a faulty Mac I go through a similar process each time, trying to identify what's wrong.

First up is my interrogation of the user. Did you install any software before it broke? What were you doing when it stopped working? Have you dropped a pot of coffee on this machine lately? Mostly users will adopt the gait and tone of a surly teenager at this point and the answers to my questions are more like grunts than actual English.

Never mind, onwards to the next stage. This involves a bit of pratting about with the basics to make sure it's nothing simple. Should anyone ask, however, this is my diagnosis and software-testing phase. To be fair, if it's not fixed with a bit of a restart or some system preference tinkering then I'll have to spend a little more time probing.

I won't bore you with all the details of my testing regimen, suffice to say each step has a very grand title. But even my well-honed and organised procedure can run into trouble when the fault seems to go away.

> *"The Apple Hardware Test can be used to help identify problems with things like the logic board, RAM and AirPort card"*

I return the now-fixed Mac to its owner, and inevitably the Mac displays the original fault immediately. All I can think to say is "Um, that's weird".

It's in situations like this that my suspicions move from software to more complex and expensive things like hardware. Where bugs can be easy to fix, problems with the hardware can be trickier to diagnose.

However, help is at hand. The Apple Hardware Test can be used to help identify problems with things like the logic board, RAM and AirPort card. On Intel Macs the Apple Hardware Test will be on one of your installer CDs. Simply insert the disc into your Mac and restart holding down the D key.

An interface reminiscent of OS 9 will pop up asking you to pick a language; once you've done that you'll see the main screen. To do a quick test simply click on **Test** – if there are any issues you'll see them in the Test Results window. If the test doesn't find anything, but you still suspect there's a hardware issue, check the **Perform extended testing** option. This can take about an hour or even longer depending on how much RAM you have, so set aside some time.

If the Apple Hardware Test does find something wrong then I'm afraid that you might be in for a pricey repair. If there's something wrong with the logic board it's usually curtains for a machine, but not always. If it's a fairly new Mac, but out of warranty, all is not lost. Take your Mac to the Apple store and lean on a Genius. We've heard of much cheaper repairs and replacements being given in some cases. ●

up from Mac
ld down the C key as t
omputer starts up.
To use Apple Hardware Test, hold down the D key as the computer starts up.
To start up from Mac OS X, hold down the C key as the computer starts up.
To use Apple Hardware Test, hold down the D key as the computer starts up.
MacBook
Mac OS X Install Disc 1
Mac
Mac OS version 10.5
AHT version 3A137
Disc version 1.3
2Z691-6176-A
© 2007 Apple Inc. All rights reserved. Apple, the Apple logo, Mac, the Mac logo, Mac OS, and MacBook are trademarks of Apple Inc., registered in the U.S. and other countries.
This software is part of a hardware bundle purchase—not to be sold separately.

Follow the instructions on your installation CD to fire up the Hardware Test.

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Established for over 25 years

14:34
Personal Hotspot: 1 Connection
slide to unlock
MacBook Pro
MacFormat
in with the new
From the team
Latest issue
MAC NEWS / FROM TECHRADAR.COM

Get your Mac online with the help of your iPhone's new Hotspot feature.

Create a Personal Hotspot

Get your Mac online wherever you are by using your iPhone's connection

KEY INFO

DIFFICULTY: Beginner

TIME NEEDED: 10 minutes

WHAT YOU'LL NEED: iPhone 3GS (limited features), iPhone 4, iOS 4.3, tethering bundle (on some networks)

Personal Hotspot is a new feature in iOS 4.3 that enables you to use an iPhone 4 or 3GS to get other devices – such as your MacBook or iPad – online wherever there's phone reception. While you've been able to do this before in the shape of tethering, Personal Hotspot is less limited on the iPhone 4 – you can attach up to five devices using USB, Bluetooth or Wi-Fi. Note that tethering on the iPhone 3GS has been renamed Personal Hotspot, but works over USB and Bluetooth only.

We haven't got space to go into specifics on each UK network here, but have a look at **http://bit.ly/personalhotspot** for more details on the possible costs of using the feature. Speak to your provider before using Personal Hotspot to be sure that you understand what, if anything, you'll be charged.

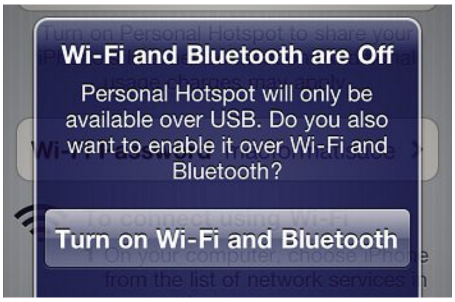
You can connect up to five devices to your iPhone 4 Personal Hotspot, consisting of one over USB, a maximum of three using Wi-Fi (on the GSM models we have in the UK) and up to three on Bluetooth. A blue bar across the top of your iPhone's screen tells you how many devices are connected and the mini Wi-Fi network it creates is password-protected. Using your iPhone's data connection in this way uses more battery if you're doing so over Wi-Fi or Bluetooth.

> *"Personal Hotspot enables you to use an iPhone 4 or 3GS to get other devices online wherever you are"*

The first thing to do is update to iOS 4.3 by plugging your iPhone into your Mac, loading up *iTunes*, selecting your phone and clicking **Check for Updates**. If you're prompted to update carrier settings, do this as well. Once it's done, go to Settings > General > Network > (Set Up) Personal Hotspot on the iPhone to get started. If you don't see the setting, speak to your network about enabling it. It's best to switch it off again when you're finished.

Laurence Cable

HOW TO / Browse the web with Personal Hotspot



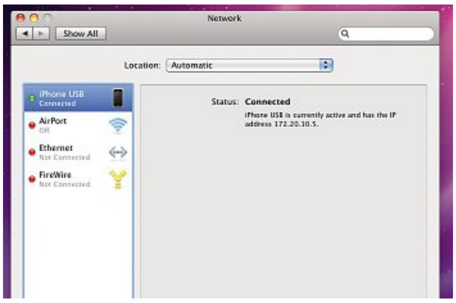
Wi-Fi and Bluetooth are Off

Personal Hotspot will only be available over USB. Do you also want to enable it over Wi-Fi and Bluetooth?

Turn on Wi-Fi and Bluetooth

01 Connect the USB lead

Using Personal Hotspot over USB charges your iPhone battery and, if you disable Bluetooth and Wi-Fi on your device, it ensures no one else can 'steal' your connection. You don't need any passwords using it over USB so plug the cable into your Mac and iPhone.



Network
Show All
iPhone USB Connected
AirPort Off
Ethernet Not Connected
FireWire Not Connected

Location: Automatic

Status: Connected

iPhone USB is currently active and has the IP address 172.20.10.5.

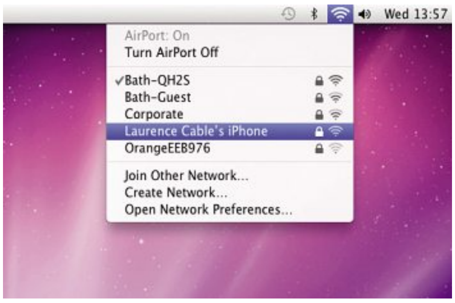
02 Make sure it's recognised

With the iPhone hooked up to your Mac, it's time to check everything's working. In the menu, select *System Preferences*. Now click the **Network** entry – you'll see the various ports listed down the left-hand side. The iPhone USB should be in there with a green dot next to it.

MacFormat
Low cost 'flexi lease'
Home
Blog
Podcast
Newsletter
Reviews
Forum
Reseller
From the team

03 Try it out

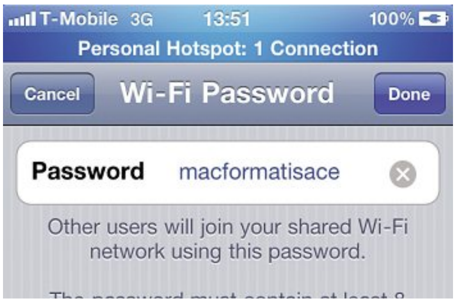
If there's a red dot next to the iPhone, try unplugging and then reconnecting it. If this doesn't help, restart your Mac. Once it's listed as **Connected**, you'll be able to browse the web, check your email and catch up on the latest news, all on your Mac's big screen!



Wed 13:57
AirPort: On
Turn AirPort Off
✓Bath-QH2S
Bath-Guest
Corporate
Laurence Cable's iPhone
OrangeEEB976
Join Other Network...
Create Network...
Open Network Preferences...

04 Go wireless!

As long as Personal Hotspot's enabled and Wi-Fi is switched on on the iPhone 4, your iPhone's Wi-Fi will appear in the AirPort list on your Mac. Select your phone and type the password (you can find it in the Personal Hotspot screen in the iPhone's *Settings* app).



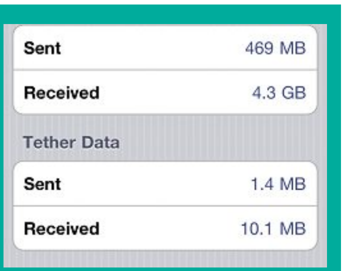
T-Mobile 3G 13:51 100%
Personal Hotspot: 1 Connection
Cancel
Wi-Fi Password
Done

Password macformatisace

Other users will join your shared Wi-Fi network using this password.

05 Change the password

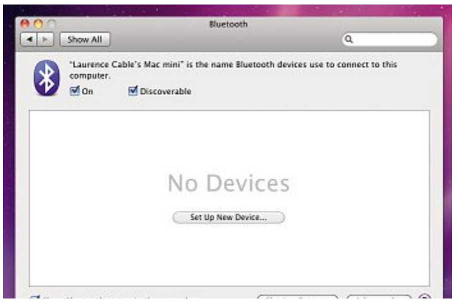
To change your Wi-Fi password, open up the iPhone's *Settings* app. Personal Hotspot should now be on the main page – tap it, then tap **Wi-Fi Password** to set your own. If you've previously connected to your iPhone's Wi-Fi hotspot, re-enter the password on your Mac.



Sent	469 MB
Received	4.3 GB
Tether Data	
Sent	1.4 MB
Received	10.1 MB

QUICK TIP

Worried about how much data you're using over Personal Hotspot? On the phone, go to Settings > General > Usage and scroll down to **Tether Data**. Set an *iCal* reminder to reset the counter each month so you know exactly how much you're using.

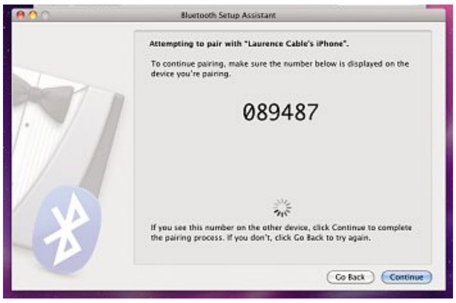


Bluetooth
Show All
☑ On
☑ Discoverable
No Devices
Set Up New Device...

"Laurence Cable's Mac mini" is the name Bluetooth devices use to connect to this computer.

06 Pair over Bluetooth

To connect up to three devices to your iPhone over Bluetooth, first go to Settings > General > Bluetooth to enable it. On your Mac, open *System Preferences*, click **Bluetooth**, tick **On** if necessary then click the + button at the bottom of the list or **Set Up New Device...**



Bluetooth Setup Assistant
Go Back
Continue

Attempting to pair with "Laurence Cable's iPhone".

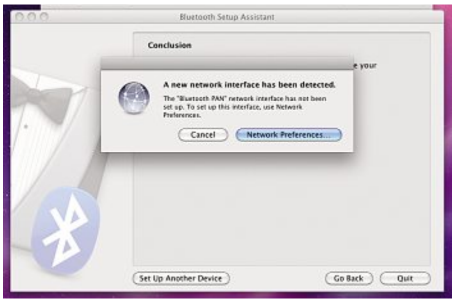
To continue pairing, make sure the number below is displayed on the device you're pairing.

089487

If you see this number on the other device, click Continue to complete the pairing process. If you don't, click Go Back to try again.

07 Connect the two

Find your device in the list, select it and click **Continue**. Your Mac will try to link to your iPhone and show you a number. Keep the two close and the same figure should appear on your iPhone screen – check they're the same and tap **Pair**.



Bluetooth Setup Assistant
Conclusion
Cancel
Network Preferences...
Set Up Another Device
Go Back
Quit

A new network interface has been detected.

The "Bluetooth PAN" network interface has not been set up. To set up this interface, use Network Preferences.

08 Get online!

Click **Continue** on your Mac. Then click **Network Preferences...** on the dialog shown and a Bluetooth entry will appear in the list. Select it and click **Connect**. In future, skip steps 6 and 7 and connect from the Bluetooth menu (enabled in the **Bluetooth** preference pane). ●

Import images without iPhoto

There's a quicker way to get photos and video from your camera in OS X

>> KEY INFO

DIFFICULTY: Beginner

TIME NEEDED: 30 minutes

WHAT YOU'LL NEED: Mac OS X 10.6, a scanner and some items to scan, a digital camera or iOS device

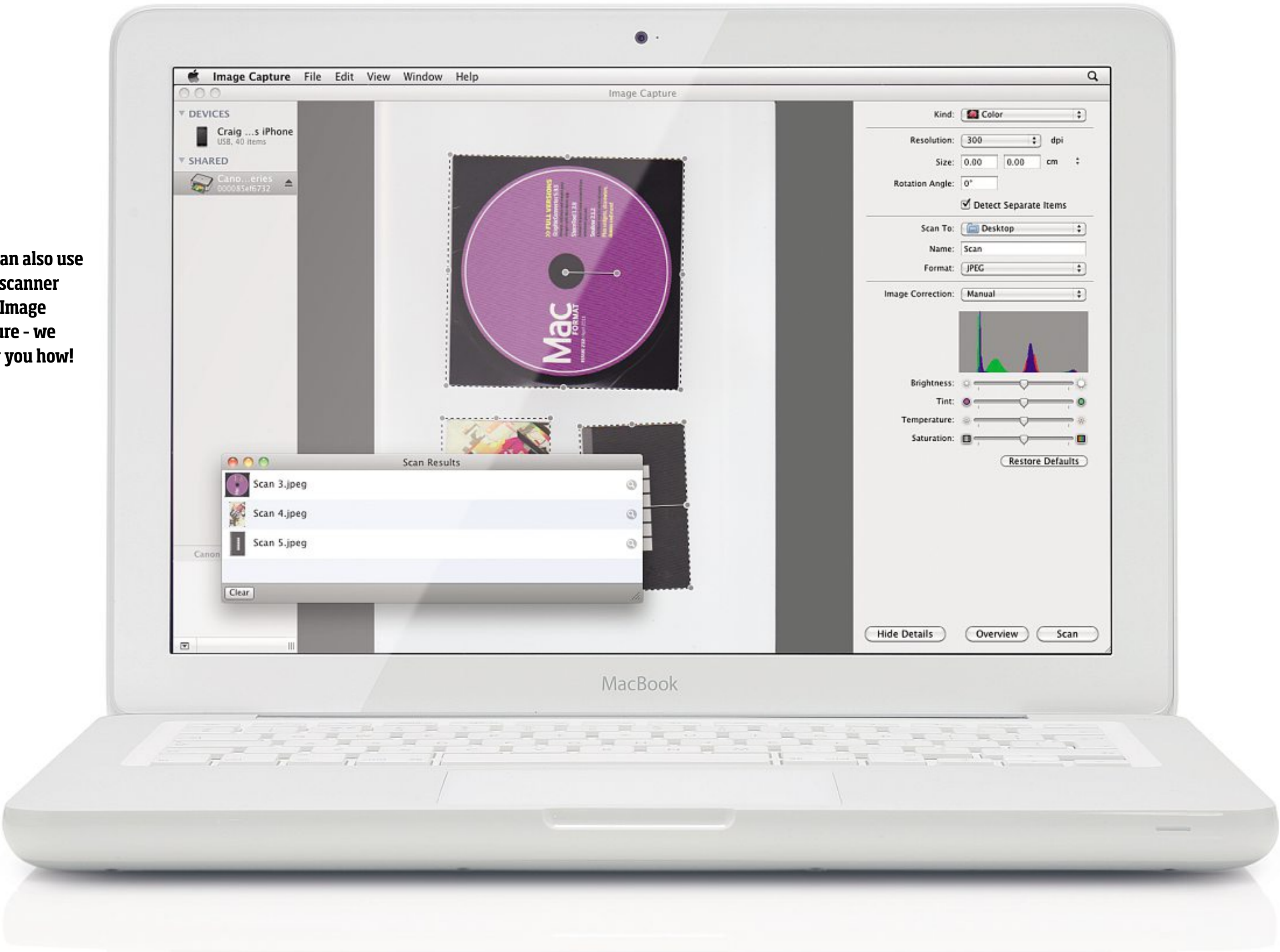
Rummage around the Applications folder of a new Mac and you'll find quite a few products already waiting for your attention. Sadly, quite a few of the more useful applications wait patiently, but are never called into service, primarily because they're not that well known. However, some of them can be highly useful, few more so than *Image Capture*.

The *Image Capture* application is primarily designed to get images into your Mac, from digital cameras, iOS devices and scanners. You might wonder why you should bother with *Image Capture* when you've alternate products available, and the main reason is efficiency. While *iPhoto* is a great application for a number of tasks, it can tax older machines and isn't particularly swift at getting photos off of your devices. By contrast, *Image Capture* is fast, and it also provides handy tools for rotating and deleting images on a device and also for checking out information related to each image. From a scanning perspective, *Image Capture* also works very well, and it's especially good at separating multiple items in a single scan, saving you having to mess about cutting them out in an image editor.

> *"Image Capture is fast, and it also provides handy tools for rotating and deleting images on a device"*

In this walkthrough, we look at using *Image Capture* to manage images on an iPhone and then how to use the application for scanning. We're going to assume that your scanner is already set up and compatible. Also note that *Image Capture* offers basic and detailed scanning modes; if you can't see the sidebar shown in step 4 of the walkthrough, click the Show Details button. While we mention a number of the available settings, there are others worth experimenting with, such as manual image correction, which enables you to amend image settings before you scan.

Craig Grannell



Scan 3.jpeg
Scan 4.jpeg
Scan 5.jpeg

Kind: Color
Resolution: 300 dpi
Size: 0.00 0.00 cm
Rotation Angle: 0°
☑ Detect Separate Items
Scan To: Desktop
Name: Scan
Format: JPEG
Image Correction: Manual
Brightness:
Tint:
Temperature:
Saturation:

You can also use your scanner with Image Capture - we show you how!

HOW TO / Use Image Capture to manage photos and make scans

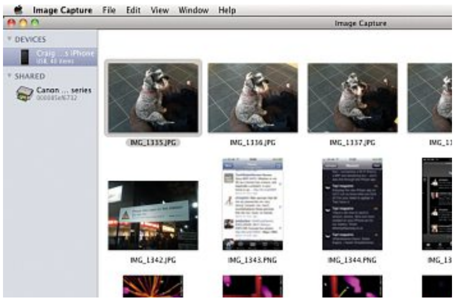
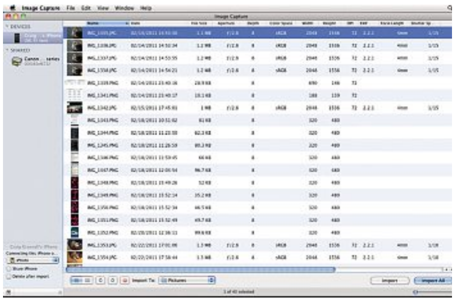


Image Capture
DEVICES
SHARED
IMG_1335.JPG
IMG_1336.JPG
IMG_1337.JPG
IMG_1342.JPG
IMG_1343.PNG
IMG_1344.PNG

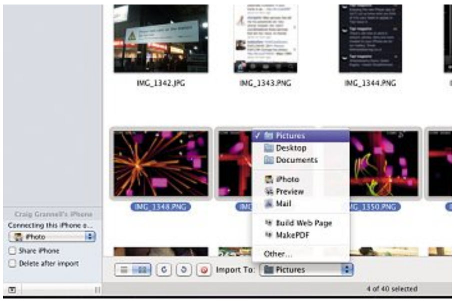
01 View your images

Plug a camera or iOS device into your Mac and select it from *Image Capture*'s sidebar. You'll see all of the photos on the device and, like in *iPhoto*, can use the slider at the bottom-right to change the size of the preview. Drag an image or selection to *Finder* to save it.



02 View image details

At the bottom of the window, just right of the sidebar, is the view-option toggle. Click the list icon and the view changes to a table-based display, providing more data about each item, including its file size, dimensions and dpi. Click a column header to reorder the list.


IMG_1342.JPG
IMG_1343.PNG
IMG_1344.PNG
IMG_1348.PNG
IMG_1350.PNG
Pictures
Desktop
Documents
iPhoto
Preview
Mail
Build Web Page
MakePDF
Other...
Craig Grannell's iPhone
Connecting this iPhone o...
iPhoto
Share iPhone
Delete after import
Import To:
Pictures
4 of 40 selected

03 Manage images

Use the rotate buttons to rotate a selection and the delete button to remove images from a device. To import images, select a destination (a *Finder* folder, *iPhoto*, *Preview*, *Mail*, or option to make a PDF or web page) from the **Import To** menu and click **Import**.

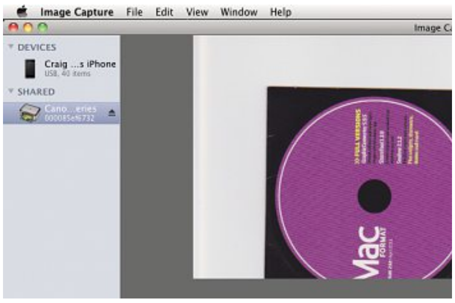
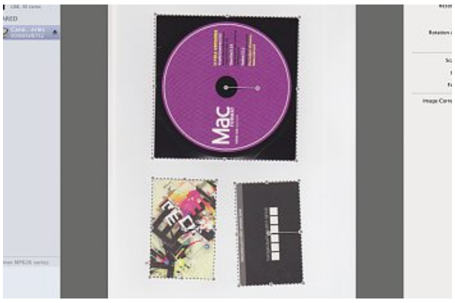


Image Capture
File
Edit
View
Window
Help
DEVICES
Craig ...s iPhone
USB, 40 items
SHARED

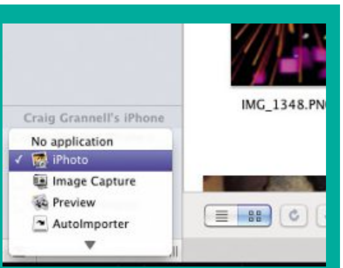
04 You can scan as well!

Select your scanner from the sidebar. *Image Capture* should automatically provide a preview scan. If it doesn't, click the overview button at the bottom-right of the window. For best results, ensure your scanner's lid is closed when making your scan.



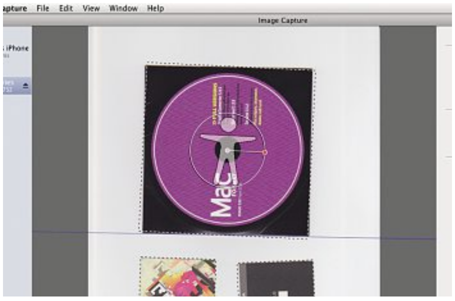
05 Separate multiple items

In the bad old days of scanning, software wasn't too bright and you had to manually separate scanned items in an image editor. Today, things are much simpler: in *Image Capture*, check **Detect Separate Items** and the software will select each item individually.


IMG_1348.PN
Craig Grannell's iPhone
No application
iPhoto
Image Capture
Preview
AutoImporter

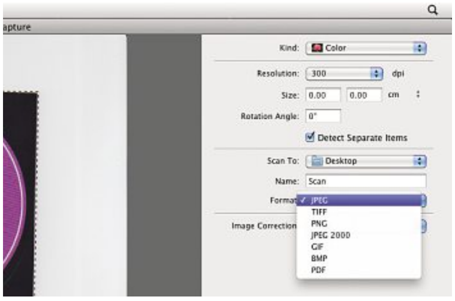
QUICK TIP

To have *Image Capture* launch when you connect an iOS device or digital camera, select **Image Capture** from the menu in the device settings pane at the bottom of the sidebar. Click the button at the bottom-left if it's not active.



06 Tweak your selections

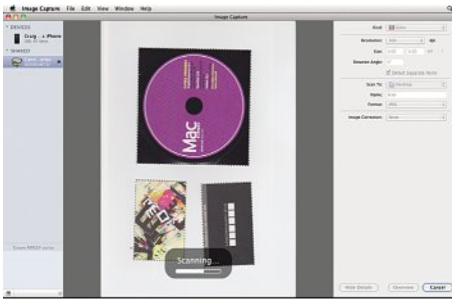
Click inside a selection box to select it. You can then click-drag to move the entire selection box, or click a circular drag-handle to amend edge and corner positions. Click-drag the handle sticking out from the centre to rotate the selection. Smart guides will assist you.



Kind: Color
Resolution: 300 dpi
Size: 0.00 0.00 cm
Rotation Angle: 0°
☑ Detect Separate Items
Scan To: Desktop
Name: Scan
Format: ✓ JPEG
TIFF
PNG
JPEG 2000
GIF
BMP
PDF
Image Correction

07 Define your settings

Use sidebar menus to choose your output resolution (300dpi is good for print, or if you'll later want to edit/resize your scans). Set **Scan To** to the folder you want scans sent to, and choose a name and output format. (TIFF is fine for images; JPEG is less byte-hungry.)



08 Make your scan

When happy with your settings, click **Scan**. *Image Capture* will scan the selections you made and save them where you defined. Open them in *Preview* and ensure you're happy with your scans. If not, return to *Image Capture*, tweak your settings and create new scans. ●

Max out your Mac's RAM

Upgrading the memory is a cost-effective way of boosting performance

KEY INFO

DIFFICULTY: Beginner

TIME NEEDED: 30 minutes

WHAT YOU'LL NEED: Small Philips screwdriver (for some models)

Unless you put the maximum RAM in your Mac when you bought it, chances are you can add more, which is what we're going to help you do. Remember, new memory is an affordable way to get your Mac running faster.

Depending on what Mac you've got, you may need to take out the existing RAM to put more in, so bear this in mind when you're buying. If your MacBook Pro already has two 1GB chips (one in each slot) and you want to upgrade to 4GB, you can't simply buy an additional 2GB. Check *System Profiler* for what you've got now. The best place to get memory from is **www.crucial.com/uk**, which has a simple guide to ensure you buy the right RAM for your Mac.

To prevent static charge damaging your equipment, ground yourself before you begin by touching something metal. Unplug all power sources before you open things up. Get an anti-static wristband from an electronics shop for peace of mind.

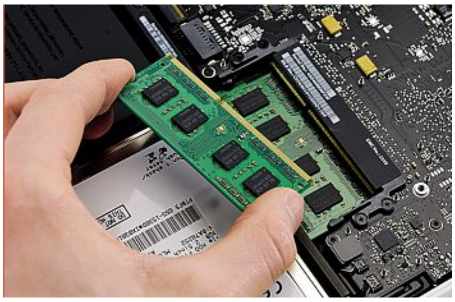
When handling RAM, hold it by the edges and don't touch the gold connectors. And remember that components may be hot if the Mac's been running recently!

Laurence Cable

HOW TO / Upgrade the RAM in your MacBook (Late 2009 model and later)

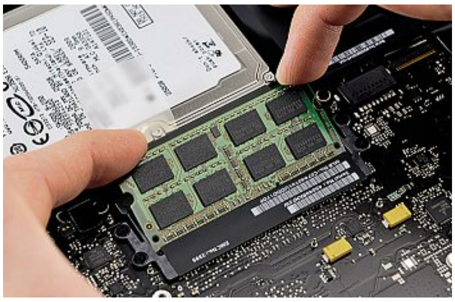
01 Open up your MacBook

Undo the eight screws on the underside of your MacBook and lift off the back case – gently pull free the clips at either end. Two RAM chips are in the middle on the right-hand side one above the other; remove one or both.



02 Take the chips out

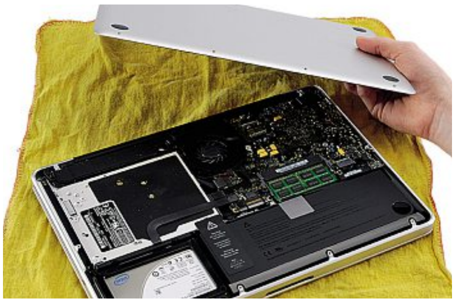
Find the clips at either end of the existing RAM stick and press these outwards with your thumbs. The chip will pop up so that you can grip it at either end. Gently slide the chip away in the direction it's pointing.



03 Pop in the new memory

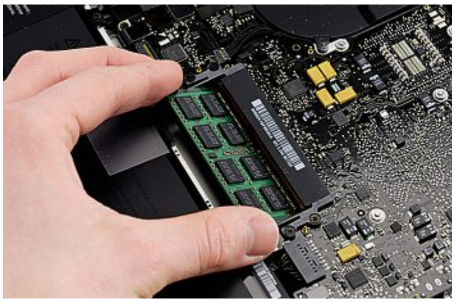
Line up the connectors of the new RAM with the RAM slot – it'll only fit one way round. Gently push it in at the angle you removed the old one. Press the upper end down to clip it into place. Then put the case back on and reboot! ●

HOW TO / Put more RAM in a MacBook Pro (2009 model and later)



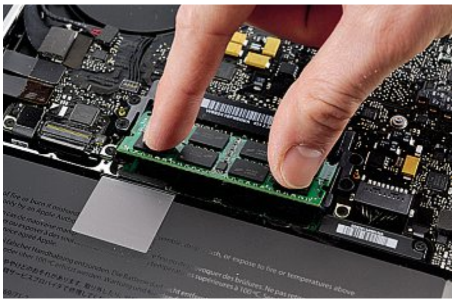
01 Open your MacBook Pro

With the screwdriver, take out the screws from the back plate – they're not all the same length, so note where each came from. The two RAM slots are located fairly centrally, one above the other.



02 Out with the old...

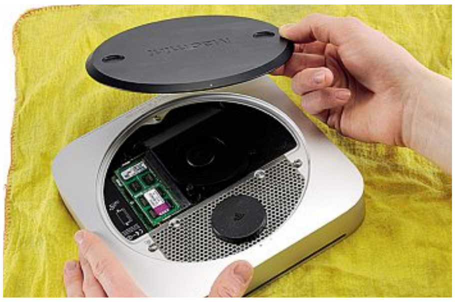
At either end of the existing RAM, press the clips outwards with your thumbs. It should pop up at a slight angle. Grip it at either end and slide it out in the direction it's pointing. If it doesn't come away, check the clips are undone.

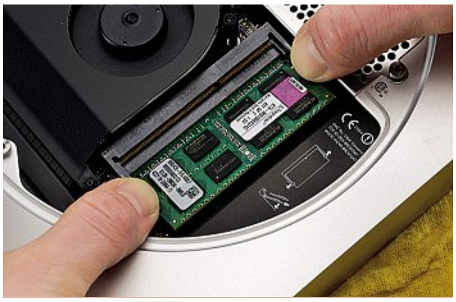


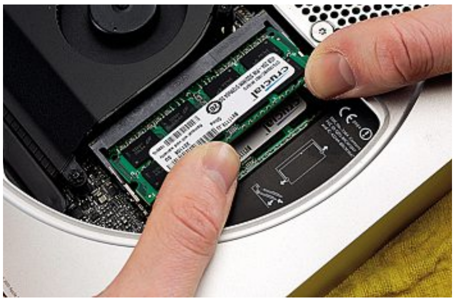
03 ...In with the new

Get your new RAM and line the gold connectors up with the slot. Press it in at the same angle the old sticks came out at, then push the upper edge down to clip it in place. When you're done, screw the case back on. ●

HOW TO / Max out a Mac mini (Mid 2010 model and later)







01 Open up your Mac mini

Lay your Mac mini upside down and twist the circular black disc anti-clockwise a short distance. When the white dot on the disc aligns with the outlined circle on the casing, lift the disc off and lay it somewhere to the side.

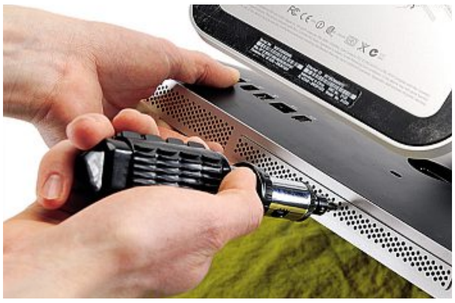
02 Remove what's there

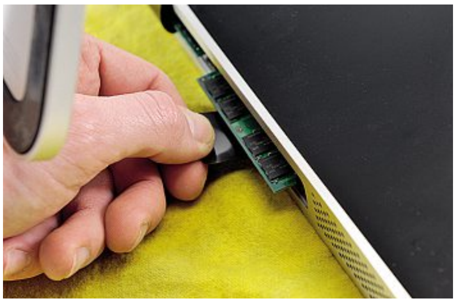
At either end of the existing RAM, you'll see little clips. Use your thumbs to press these outwards and gently pull the stick out. Align your new memory's gold connectors and notch with the slot – it'll only fit in one way round.

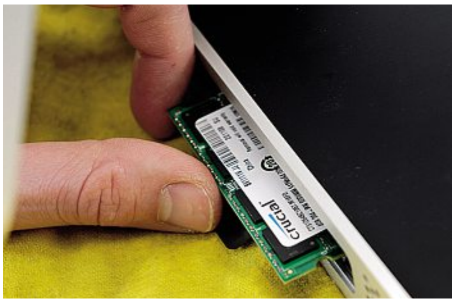
03 Clip in your new memory

Slide it into the slot at the same angle you removed the old chips, and when it's seated, you'll be able to press the top edge downwards to clip it in. Repeat for the second slot if necessary. Pop the black disc back on. ●

HOW TO / Add memory to your iMac (any aluminium model)







01 Operate on your iMac

Lay a towel on your table, then lay the machine on its front with the bottom facing towards you. Lift up the stand to get at the panel on the bottom that covers the RAM slots. Undo the screw and take the panel off.

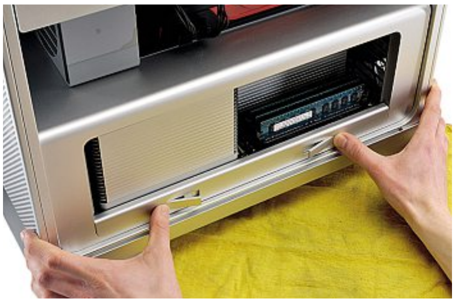
02 Pull out the RAM

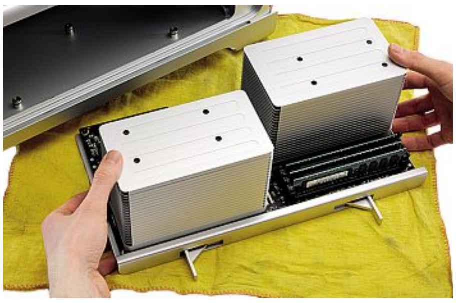
On the chips you're going to replace, untuck the tongue and pull it towards you, being careful not to slide your Mac off the table. Take the old RAM and lay it to one side, then unwrap your new memory, ready to put in.

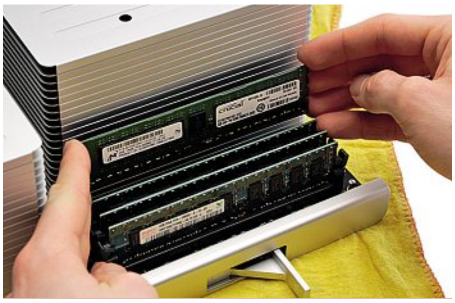
03 Insert the new chips

RAM will only go in one way round – the gold connectors go in first, with the notch closer to the right-hand end of the chip. Press the memory into the slots and tuck the tongues back in. Then screw back the cover plate. Done! ●

HOW TO / Boost your Mac Pro (Early 2009 model and later)







01 Get inside your Mac Pro

Hold the side of the Mac Pro case and lift the latch on the back. The side will flip down; then lift it away. Now find the two latches on the horizontal bar towards the bottom. Push the outer ends slightly.

02 Remove processor tray

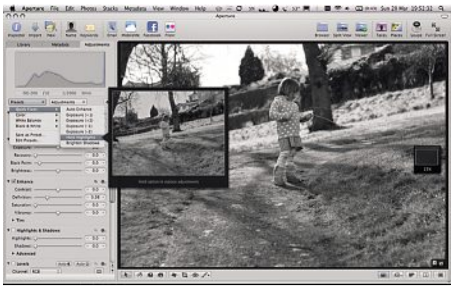
With the latches' inner ends loosened, pull them out to release the tray carrying the memory. Slide it out and lay it on a towel on a desk. There may be four or eight slots. Check the manual for the order in which to fill them.

03 Pop in the RAM

Press apart the clips at either end of the empty slots. Align the RAM with an empty slot, with the notch at the correct end. Press it down so the clips snap into place. Then slide the tray back, push the latches in and replace the panel. ●

Top 10 creative

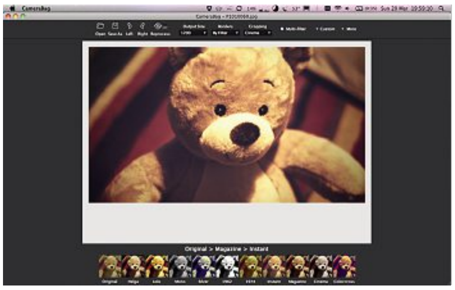
Words: Rob Carney



Aperture

£45 Apple

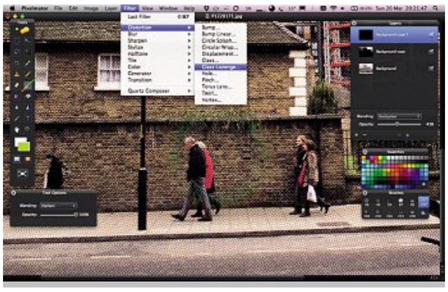
Aperture is a real steal, especially for *iPhoto* users wanting to upgrade to something more powerful. It boasts top photo-management tools, including the ability to upload to and manage albums on Flickr, Facebook and MobileMe and manage images by Places and Faces. It also boasts intuitive RAW-editing features and a top-notch interface, making *Aperture* an essential buy.



CameraBag Desktop

£8.99 Nevercenter Ltd

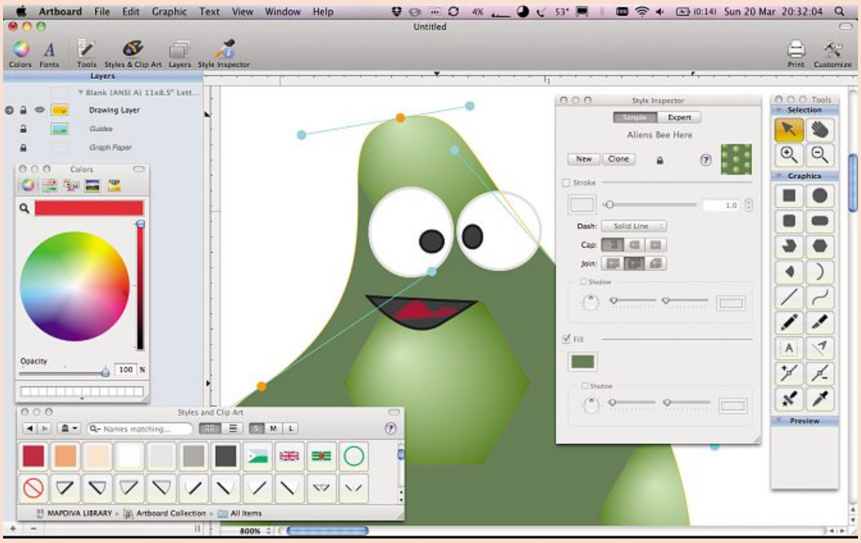
The Mac version of this iPhone's photo app, *CameraBag Desktop* is about adding old-school effects to your photos. The app is simple: open it up, load in an image and you can start applying the effects, including cross-processing, silver, instant and Helga. All the filters are high quality, and you can combine them for even more interesting effects, creating custom filters to save and share with the *CameraBag* community.



Pixelmator

£35 Pixelmator

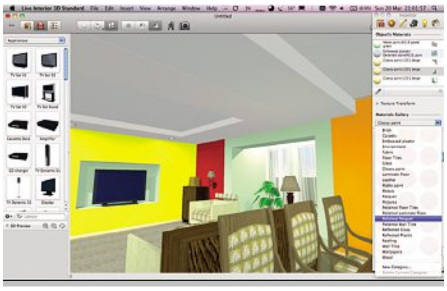
When you think of image-editing apps, *Photoshop* is the obvious one that springs to mind. But *Pixelmator* is certainly a worthy – and less expensive – rival for those wanting to make adjustments to their digital photographs and create digital paintings from scratch. *Pixelmator* is packed with hugely powerful and familiar image-editing tools. From layers to blending modes and a host of professional tools to make complex selections, it's an extremely accomplished app that is both intuitive and refined. It's just a really good value, snappy, well-designed creative app.


Artboard File Edit Graphic Text View Window Help
Sun 20 Mar 20:32:04
Untitled
Colors Fonts Tools Styles & Clip Art Layers Style Inspector
Print Customize
Layers
Drawing Layer
Guides
Graph Paper
Colors
Opacity
100 %
Style Inspector
Simple Expert
Aliens Bee Here
New Clone
Stroke
Dash: Solid Line
Cap:
Join:
Shadow
Fill
Tools
Selection
Graphics
Preview
Styles and Clip Art
Names matching...
MAPDIVA LIBRARY Artboard Collection All Items
800%

Artboard

£12 Mapdiva

The advantage of vectors (paths-based) over raster (pixel-based) imagery can be enormous – literally. Working in vectors means your artwork can be scaled to any size without any loss in quality. The best-known vector app is Adobe's *Illustrator* – but it's also very pricey. For £12 *Artboard* offers nowhere near the functionality or control of *Illustrator*, but it does bring some simple and easy-to-use Bézier drawing tools. It also has the ability to create 'styles' for future use – meaning you can specify stroke, fill and other attributes and easily re-apply these to new objects. Considering it's a 50th of the price of *Illustrator*, it's really not all that bad.



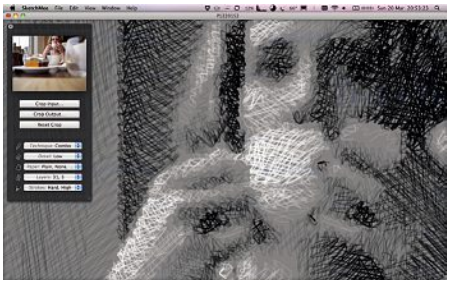
Live Interior 3D Standard

£30 Belight Software

Ever wanted to create your dream room on your Mac? Well now you can. In fact, you can sketch out and plan the look of your entire home in 3D. It's simple: just enter the dimensions of your room and start adding furniture, floor and wall coverings at will – before you head off to the local DIY store. The Pro edition gives more control over lighting, amongst other things. One thing this can also be used as is a storyboarding app – you can easily set up interior scenes before exporting for further editing.

Mac apps

The Mac App store holds loads of top apps to boost creativity. Here are 10 of the best…

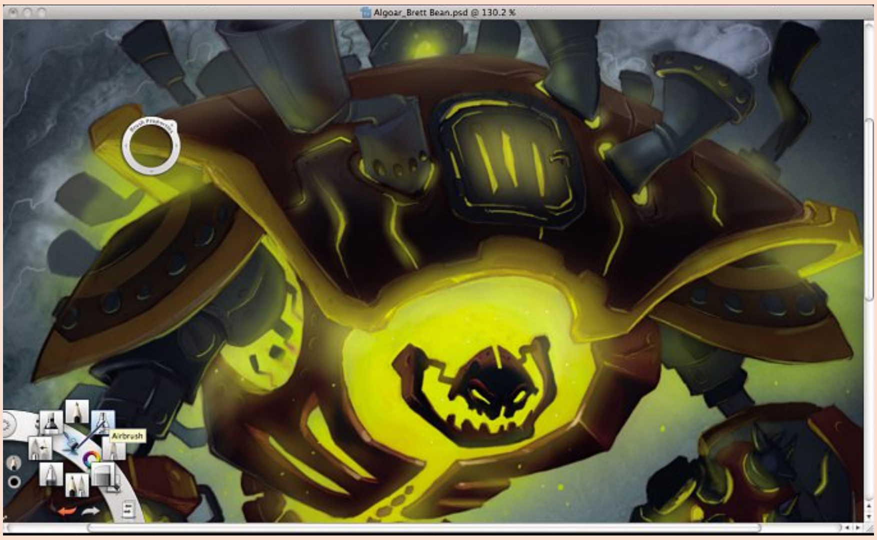


SketchMee

£4.99 Studio Mee

SketchMee is a fantastic application if you want to quickly create painterly versions of your photographs.

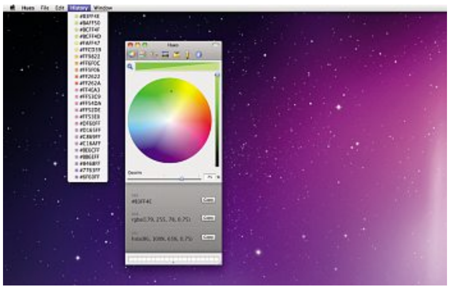
A simple interface enables you to load in your photo, choose the crop and then specify the 'technique' (for example, coloured pencil) the amount of detail, the paper quality and the type of strokes. The particularly clever part is that *SketchMee* uses vectors to create your sketch before converting it back to a JPEG format – meaning you can save out the result as a 16MP file, no matter what the size of your original was. This makes it perfect for taking into *Photoshop* (or indeed *Pixelmator*) and preparing for print to hang on your wall.



SketchBook Pro

£45 Autodesk

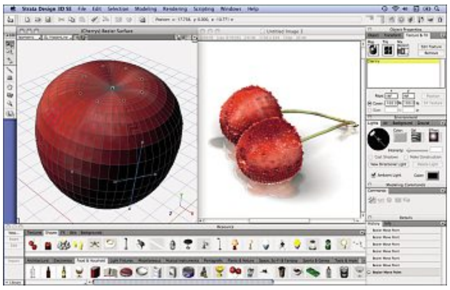
First thing's first: you'll need a graphics tablet to take full advantage of *Autodesk's* powerful sketching and digital painting app. For digital artists, *SketchBook Pro* is superb. It has a beautifully designed interface and a raft of tools for sketching ideas and creating full-blown digital artworks. What we love about *SketchBook Pro* is that is feels like a digital canvas – it strips everything back but still gives you quick access to all the tools you need. In short, it's a masterpiece – and if you were lucky enough to get it when it was £18, well done you.



Hues

£2.99 Giant Comet

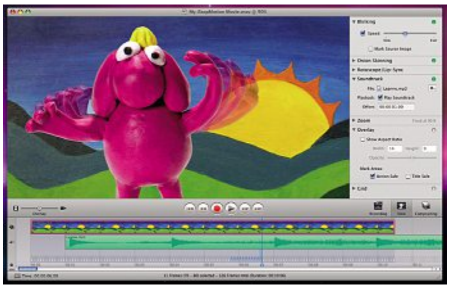
Hues, as the name suggests, is all about colour. More specifically, it enables you to sample (or take) a colour from any image or open app and get the HEX, RGB and HSL values. Essentially you can sample the colour of any pixel on your screen. It's very quick to open, stores the last 25 colours sampled and you can copy the colour value to your clipboard after selection. Yes, it's very simple, but then again it's only £3!



Strata Design 3D SE

£30 Corastar

3D modelling and rendering isn't exactly the easiest skill to acquire – and usually involves buying an expensive piece of software. *Strata Design 3D SE*, however, at only £30, could be a great way to test your hand at 3D skills without a massive financial outlay. There are some powerful modelling tools here, as well as great texturing and lighting functionality and a nice rendering engine. There's no animation toolset, however.



iStopMotion Express

£60 Boinx

Here's your chance to recreate the look of Morph and Wallace & Gromit with Boinx's stop-motion movie studio. Sure, you'll need to break out the plasticine (or dig out your old *Star Wars* figures) but what you have here is an app you can have endless fun with. Set up your scene, plug in your camera and use the software to take snapshots of frames before piecing it all together to load into *iMovie*, *Final Cut* or your editor of choice. A great little app.

Words: Ben Harvell **Photography:** Dave Caudrey

MUSICIAN'S GUIDE TO THE MAC

Don't put it off, don't claim you lack the talent, anyone can make music on their Mac and even learn to play an instrument. Here's how…

GarageBand rocks! It's also adept at the blues, soul, dance and literally any other musical style you can throw at it. It can handle musical notation for the classically trained and offers ready-made loops and patterns for those who aren't. *GarageBand* is used by award-winning musicians as an idea-building tool as well as in the studio or for creating complete albums.

The software is as easy to use as any of the *iLife* apps and produces astounding results whether you're tone deaf or have played an instrument for years. So why aren't you using it already? Common excuses for never sampling *GarageBand*'s features range from "It's too difficult" to "I wouldn't be any good", while others just don't see any use for the software. The latter is probably the hardest of all to argue since *GarageBand* offers so much more than just musical composition. Did you know you can record, edit and publish a podcast, score a movie, create a jingle, produce an iPhone ringtone or even make your own sound effects using the software? Even if you don't have a musical bone in your body, *GarageBand* will have something to offer you.

> *"Even if you don't have a musical bone in your body, GarageBand will have something for you"*

Launching the software, you're presented with a selection of project options from a blank canvas, through interactive lessons (which we'll touch on later), to Magic GarageBand and iPhone Ringtones. For the total beginner, Magic GarageBand is probably the best place to start. Select from any of the genres and you'll see a full band of instruments placed in front of you on a virtual stage. You're free to swap instruments in and out of the arrangement, adjust their volume and more, and you can even select your own instrument, which is a piano by default. Once you're happy with the arrangement, hitting the Open in GarageBand button opens it as a *GarageBand* project, which should give you a feel for how things work.

Whether you're a musical maestro or a tone-deaf novice, you can make great music with ease on your Mac.

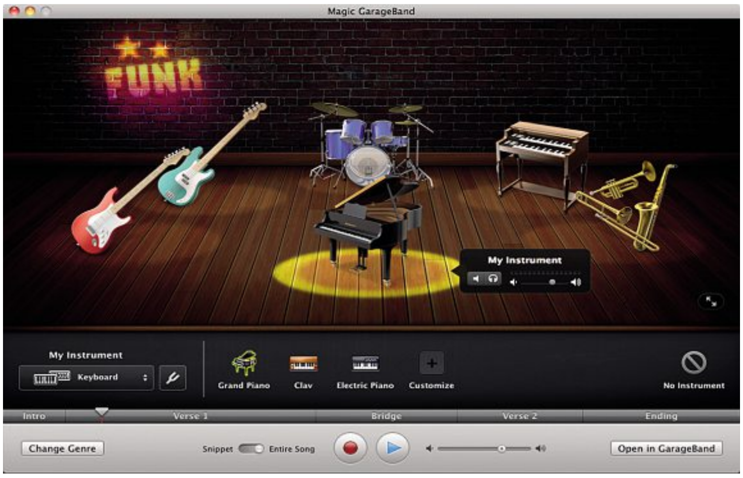
Blackstar
GarageBand File Edit Track Control Share Window Help
Wed 07:05
GarageBand - Dream the dream v3 2010
Tracks
Natural
Track Volume
Bright
Male Basic
Male Basic
Rock Kit
Drag Apple Loops here.
Real Instrument
Master Track
Bright
Browse
Edit
Show All
Acoustic Guitars
Band Instruments
Basic Track
Bass
Drums
Effects
Guitars (Previous Version)
Podcasting
Vocals
Bright
Large Reverb
Natural
Shimmering Chorus
Swirling Echoes
Audio Region
Pitch
Follow Tempo & Pitch
Automatic Tuning
Limit to Key
Quantize Note Timing
None
Input Source:
Mono 1 (Built-in Microphone)
Monitor:
Off
Recording Level:
Automatic Level Control
Delete Instrument
Save Instrument...
MEASURES
1. 1. 1.001
MacBook Pro

>> QUICK TIP

Let's face it, we rarely get things right the first time. *GarageBand* knows this and enables you to set a looped portion of your track using the Cycle button. By dragging the yellow bar over the area of the track you want to record to, you can keep recording the part until you get it right while *GarageBand* saves each take for you to pick from.

This is the same interface you'll find for all *GarageBand* music projects, with all of your instruments placed on their own specific track. Each instrument has basic adjustments available, such as Mute and Solo controls as well as volume and pan settings. Muting, as you would expect, silences a track, while solo mutes all other tracks. Pan adjusts the balance of the instrument to the left and right of your mix and the volume control is self-explanatory. If you hit the spacebar your track will begin to play back and, if you're feeling adventurous, you can select your track and press ⇧+⌘+K to bring up a software keyboard and play along. We defy you not to enjoy yourself playing the black keys on the keyboard while the Slow Blues project is playing – it's a blast!

Clicking the three buttons at the bottom right shows the Loop Browser, Track Info or Media Browser displays. At any point in a project you can click on the plus button at the bottom left of the interface to add new tracks, which can be software instruments that you play with the keyboard, real instruments recorded through a microphone or an electric guitar plugged into your Mac. Just think of the possibilities!



Magic GarageBand is an easy route into making music as instruments and parts are created for you.

Software instruments

One of the first things you need to understand about *GarageBand* is the two major instrument types it uses, Real and Software. A real instrument is one recorded by *GarageBand* through a microphone or the line-in port of your Mac, and a software instrument is a synthesised representation of an instrument with its sounds created by *GarageBand*. Real instruments appear as blue parts on the timeline, recordings are purple and software instruments are green. One or all of these types of instruments can be used in a project, with the software instruments creating MIDI (Musical Instrument Digital Interface, in case you were wondering) tracks and real instruments adding audio files to the project. Loops from the *GarageBand* Loop Browser are a mixture of real and software instruments and can be dragged into your project from here. Should you be working in a particular scale, loops can be sorted into major and minor categories, and those that work with both, so you can find suitable sounds for your composition.

When you record a real or software instrument by selecting it and hitting record, you can see the part being created on the timeline as you play.

Whether it's a recording, a loop or a software instrument part on the timeline, they can be dragged into new positions and even, in some cases, dragged onto different tracks so the same part plays through a different instrument or effect. Hovering over the end of a part allows you to trim the length of it to your satisfaction, or if you hover over the top right of the part, you can loop it as many times as you wish.

Both types of instrument can be edited, trimmed and looped within the project and can have effects applied to them. The benefit of MIDI

> *"The benefit of MIDI tracks is that the sound of notes can be adjusted after they've been recorded"*

A MIDI keyboard combined with an audio interface like M-Audio's KeyStudio 49i is an ideal accessory for recording.

M-AUDIO KeyStudio

>> iPAD MUSIC / GarageBand at a touch

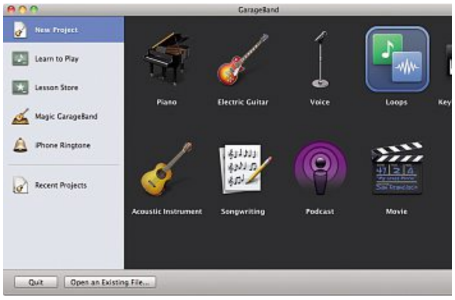
Making music in *GarageBand* isn't confined solely to your Mac now the *GarageBand* iPad app has arrived. Offering a slimmed down version of the music-making interface, unique touchscreen instruments are provided including guitar, bass, keyboards and drums for you to record live. The app works on both the first- and second-generation iPad, and inputs are possible from a guitar using a device such as the iRig from IK Multimedia or the iRig Mic for vocals. IK Multimedia also offers a brilliant iPad stand for stage or studio use called the iKlip, which is ideal for reading lyrics or playing instruments on your iPad live.

When you're done creating tracks in *GarageBand* on your iPad, you can send the project to *GarageBand* on your Mac via *iTunes* to finish things off or publish it online. Alternatively, you can mix down the track right on your iPad and send it in an email as an MP4 file.

GarageBand

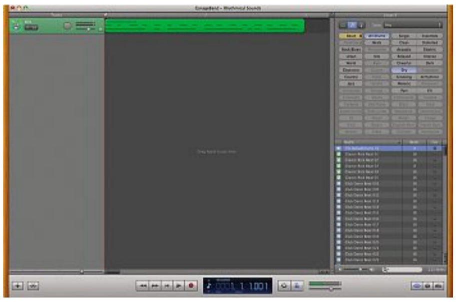
A touchscreen adds a whole new dimension to GarageBand.

HOW TO / Work with loops in GarageBand



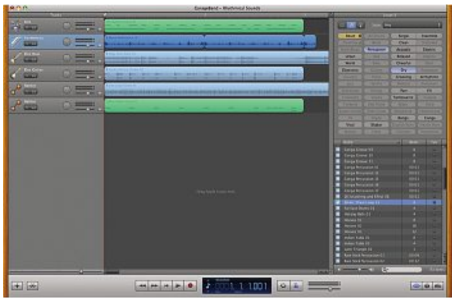
01 Start a new project

Launch *GarageBand* and select **New Project** from the side panel at the left of the screen. Now click **Loops** from the main window then click **Choose** at the bottom right of the interface to launch your new project. You can then name your project and set a save location.



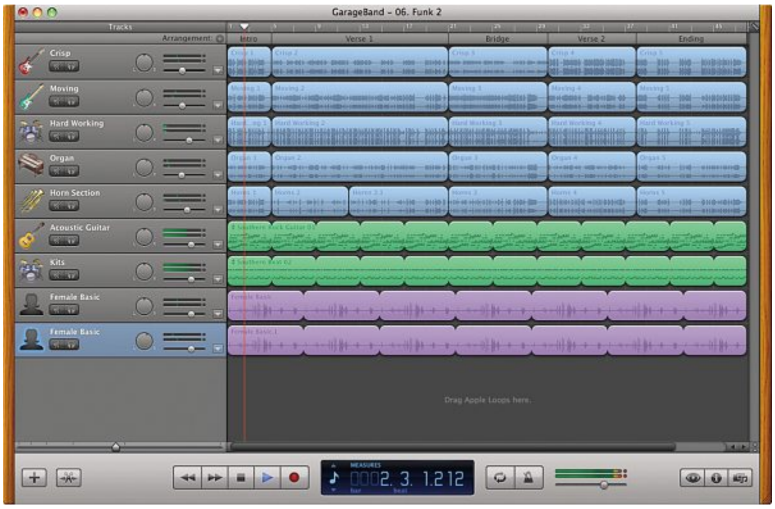
02 Add your loops

The Loop Browser will be opened by default. Click on a type of loop to see available options. You can further adjust your search by clicking styles such as **Clean** and **Distorted**. These further adapt search results. Click on a loop to preview it. Drag loops onto the timeline.



03 Adjust and mix

As you continue to add loops to your project you'll notice each creates a new track as it's added. Move loops around freely and loop them by clicking and dragging on the top right of a loop. Instrument volume can be adjusted using the slider to the left of the timeline. ●



Tracks take on different colours: blue for loops, green for software instruments, purple for recordings.

tracks is that individual notes can be adjusted to change the way they sound even after they've been recorded. Double-clicking on a MIDI segment in the timeline will open the editing window within which you can drag notes and adjust their pitch, velocity and timing, which is ideal if you make mistakes when recording. Similarly, double-clicking on a real instrument track brings up an editing window that allows you to see the waveform of the recording in more detail, and even adjust the length and position of recorded notes using Flex Time. This technology has been passed down from Apple's *Logic Studio* package and allows you to almost magically manipulate sounds. For example, you can find a single note and drag it to a new position to keep it in time or extend it so it plays longer. You can also determine a track for Flex Time to follow the rhythm of, so that all of your other tracks remain perfectly in time.

Accessories and extras

While *GarageBand* and your Mac provide everything you need to make music right out of the box, as you get more serious about your projects you might want to invest in a few additional tools to help you produce your best work. For those not intending to record real instruments, a USB MIDI keyboard is a worthwhile purchase. Relatively inexpensive, a keyboard of this type isn't just for playing piano parts as you might expect; it can also help you plot out drum sections and enables you to play any of the software instruments available in *GarageBand* more naturally. Some MIDI keyboards even offer additional controls such as modulation and pitch wheels that *GarageBand* can recognise and apply to your notes, and there are a number of keyboard sizes available, from single-octave portable types to full-size studio versions. A decent microphone is also a bonus if you want to record singing, speaking or an unplugged instrument as part of your compositions. Again, a USB device would be ideal here, with some decent options offered by Blue Microphones and Samson. Finally, if you're a guitarist, then by far the simplest solution is to buy a cheap 1/4-inch to 3.5mm stereo adaptor and plug your guitar into it via your guitar cable, then plug the stereo end into a cheap USB microphone, then into your Mac. That way your guitar will be available in apps like *GarageBand* for recording. Taking things a little further, you might want to invest in an audio interface for your Mac that allows for multiple inputs and multi-track recording. M-Audio offers an excellent line of interfaces that connect to your Mac via USB and allows for multiple inputs to your *GarageBand* setup.

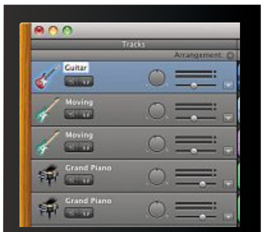
GarageBand can handle more than one input, simultaneously recording

»

> *"A number of devices allow you to plug a guitar, bass or other amplified instrument into your Mac"*

QUICK TIP

If you're using an older Mac you might find some stability issues when using a large number of *GarageBand* tracks. If this happens, try quitting other applications and then restarting your Mac before you begin working on a project.



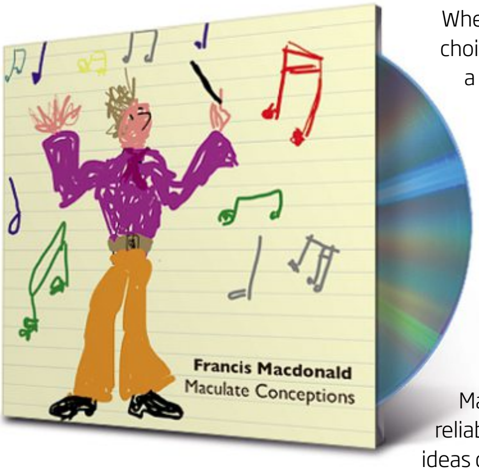
>>QUICK TIP

Double-clicking on the name of a track allows you to rename it to something more memorable; this is ideal if you have more than one iteration of a particular instrument in your project.

into a project, so you could play guitar and sing, should you wish, or mic up a drum kit or backing singer to accompany you. M-Audio also offers MIDI keyboards with built-in audio interfaces, so you can achieve complete *GarageBand* control from one device such as the KeyStudio 49i, which also features two headphone outputs, microphone and line inputs, and built-in piano sounds so you can use it as a standard keyboard too.

Professional music

If you ever wanted proof that *GarageBand* is more than just a bit of fun that comes free with your Mac, you only need to look at the roster of professional musicians making use of it. Chart toppers such as Fall Out Boy, Damon Albarn, Jason Mraz and Counting Crows, to name but a few, use *GarageBand* in one form or another to practise, write songs and create demo tracks. Francis Macdonald of Teenage Fanclub even wrote an entire album in *GarageBand* using his MacBook while on tour with the band. "I spent a lot of time in the van," says Francis, "so I bought a small USB MIDI keyboard and an external hard drive and sat with my headphones on, working through instrumental ideas." *Maculate Conceptions*, now available on iTunes, is an instrumental album that just goes to show what can be done using only *GarageBand* and a little time (even in the back of a tour bus), and was showcased at the Apple Store in Glasgow in April this year. As the landscape changed throughout the tour, so did the music Francis was creating. "I composed a lot of loop-and-sample-based musical vignettes which I suppose formed the soundtrack to my travels," he says. "They have titles like 'Aarhus', 'Oslo' and 'Toulouse-Barcelona'. I compiled and sequenced 12 of them."



Francis Macdonald of Teenage Fanclub created an entire album in GarageBand while on tour with the band. Now it's on the iTunes Store.

> *"If I had stuck with my creaky old PC laptop I'd have pulled my hair out"*
>
> *Francis Macdonald, Teenage Fanclub*

When pushed on his platform choice, Francis has no doubts that a Mac is the way to go for music production in terms of stability and performance. "If I had stuck with my creaky old PC laptop I'd have pulled my hair out before making it out of Glasgow and I wouldn't have a new album in the can and ready to release. It was a revelation to find the MacBook so durable and reliable. Songwriters want to get ideas down quickly and to be able to develop them without crashes or lost data. Losing data in terms of composition or even production ideas can make you want to cry; the Mac's durability puts paid to all of that."

Like Francis, Grammy nominated DJ Morgan Page is also an advocate of the Mac and *GarageBand*. "I use one MacBook Pro for the office, one MacBook Pro for performing and DJ'ing, and I have two Mac Pros for studio work," says Morgan. "Macs have proven to be simpler and more reliable overall, and longer lasting."

Working mainly in Apple's *Logic* as well as *Pro Tools*, Morgan also sees the benefit of Apple's other music app: "*Garageband* is great – a lot of my vocalists use it to draft ideas, and I recommend it to others for their satellite studios," he says. "I think any tool that provides great sounds and ease of use can only benefit the creative process. Great tools allow you

>> TOP THREE ACCESSORIES / Ideal add-ons for your Mac music setup

Micropod

£200 www.stoneaudio.co.uk

If you want the best sound in a small and super-stylish form, you can't go wrong with this sexy Micropod system. It's small enough to sit next to your iOS device but powerful enough to handle the highs and lows of your *GarageBand* project or any other audio you are playing. Micropods might not be cheap but they're worth the investment. Why not give them a try?

Blue Yeti Microphone

£100 www.amazon.co.uk

Blue is well known for making impressive audio kit and this USB microphone is no exception. Able to sit stylishly on your desk using its integrated stand, the Blue Yeti microphone offers three capsules for the ultimate audio quality and a built-in headphone amplifier so you can monitor your recording as you go. Now available for less than £100 at Amazon, this piece of kit is an essential extra for those serious about audio quality.

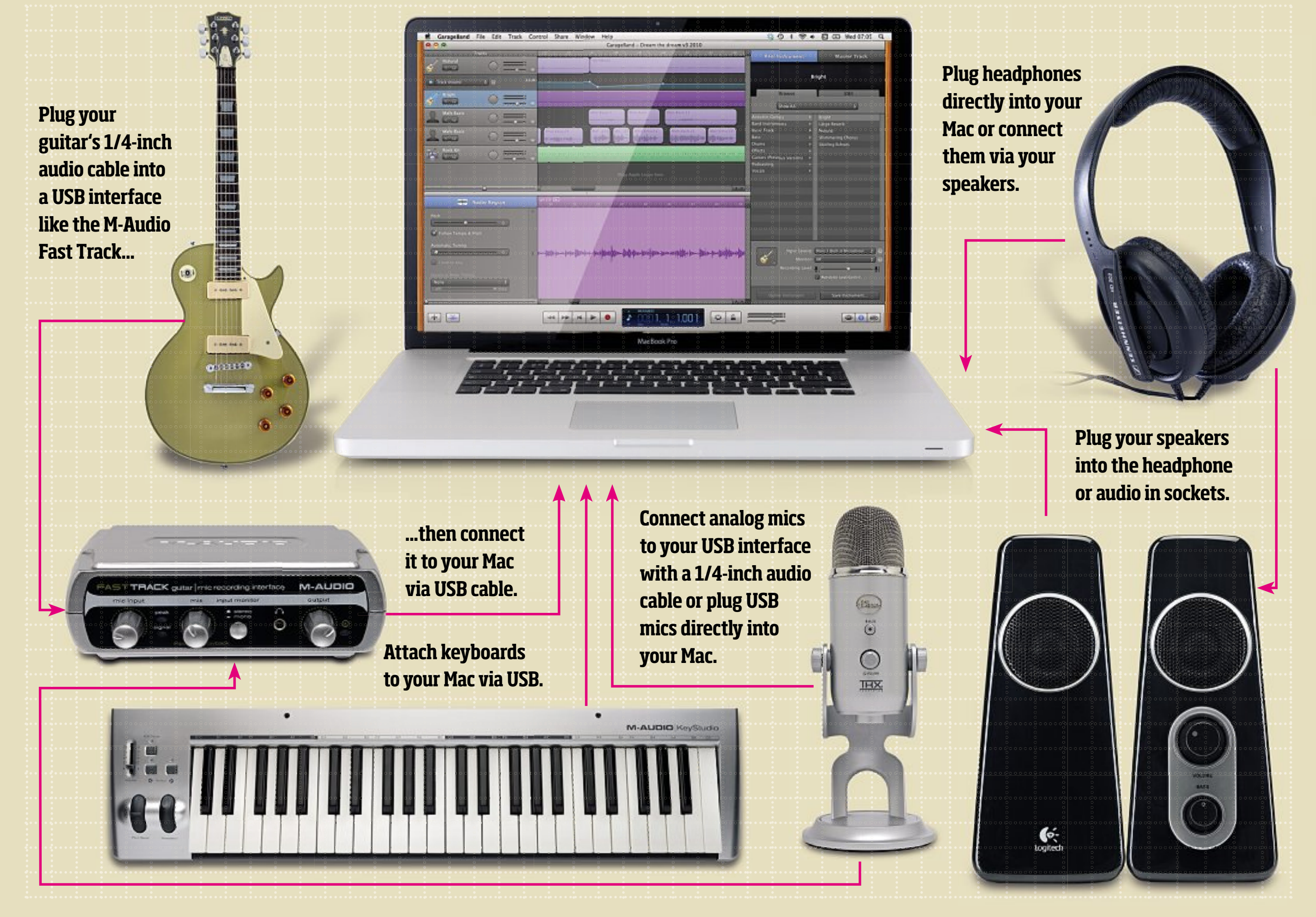
M-Audio MobilePre

£131 http://maudio.co.uk

This simple audio interface is perfect for *GarageBand* musicians, whether you're at your desk or on the move with a laptop. Connecting via USB, the MobilePre offers two microphone inputs and two hi-impedance line inputs so you can record vocals and a guitar at once. Easy-to-access knobs on top of the device allow you to quickly adjust levels while you record. With stereo line outs and a headphone out rounding it off, this is an ideal and affordable input solution for beginners to Mac music.

M-AUDIO MobilePre

» YOUR MAC HOME STUDIO / Connect your Mac and make music



Plug your guitar's 1/4-inch audio cable into a USB interface like the M-Audio Fast Track...

...then connect it to your Mac via USB cable.

Attach keyboards to your Mac via USB.

Connect analog mics to your USB interface with a 1/4-inch audio cable or plug USB mics directly into your Mac.

Plug headphones directly into your Mac or connect them via your speakers.

Plug your speakers into the headphone or audio in sockets.

to get your ideas down quickly before you forget them. I think the lessons provided and the very visual approach in *Garageband* are really helpful."

Artist Lessons

So this *GarageBand* lark is all well and good, even if you don't know a treble clef from an octave, but what about those who do have a shred of musical know-how? Well, you're not left out. As we've mentioned, those who play instruments can plug them in and record right away and you can even turn your MIDI notes into sheet music, should you so wish. This can then be printed out and shared before your next jam session. And what if you want to join this elite club and learn that a quaver isn't just a cheese-flavoured crisp? *GarageBand* has you covered too. Built-in lessons are available for free in *GarageBand* that teach you the basics of piano and guitar, and give you feedback as you practise. Using an on-screen keyboard that shows you which notes to play, you can quickly learn the basics of an instrument, ready to move on to more advanced lessons which you can buy from the lesson store. When you feel you're at a decent level, you can then move to the premier stage with Artist Lessons from stars such as John Legend, John Fogarty, Norah Jones, Sting and more, all of whom show you how to play some of their most famous songs. Obviously, for the piano-based songs you'll need a USB MIDI keyboard in order to succeed, but if you're willing to pay for the lessons we assume you'll be prepared to buy a decent keyboard too.

> *"In-built lessons are available for free in GarageBand and teach you the basics of piano and guitar"*

So now you know what's available, do you still think *GarageBand* isn't for you? The professionals love it, it's full of great features and if you don't play an instrument, it'll even show you how to! If you have a Mac and *iLife*, you can get going right away and sample what's on offer before you think about buying accessories. If you own an iPad, why not try downloading the *GarageBand* app (it's only £2.99). Once you've played with it, you'll get the music-making bug. What's more, projects you make in the *GarageBand* app can be launched in the Mac version too, so you're free to create wherever you are. Even if you've never dreamed of becoming a world-famous rock star, a few minutes of experimentation in *GarageBand* might just change your mind. ●

Compressor
On
Default
Threshold
Ratio
Attack
Gain
Low
High
Fast
Slow

»QUICK TIP

Selecting a track and then clicking the 'i' button at the bottom right of the *GarageBand* interface will show you track information. From here you can add effects and even change the instrument entirely.

Q&A

>> MEET YOUR Q&A EXPERT

Whatever your Mac-related problem, from misbehaving MacBooks to withering wireless, Luis Villazon can help.

● HINTS & TIPS ● TROUBLESHOOTING ● EXPERT ADVICE ● ESSENTIAL INFO

>> ASK LUIS A QUESTION

Got a problem with your Mac? Then why not send your queries to Luis at **macformat.helpline @futurenet.com** and see if he can help.

"My Mac wakes by itself even when I shut it down!"

Q My 24-inch iMac has developed a mind of its own in the last three weeks. When I do a normal shutdown using > Shutdown, it waits for a while then secretly starts up on its own! The same thing happens when putting it to sleep; after a short interval the screen appears. I've noted on other occasions it starts up as if it was pretending to be asleep.

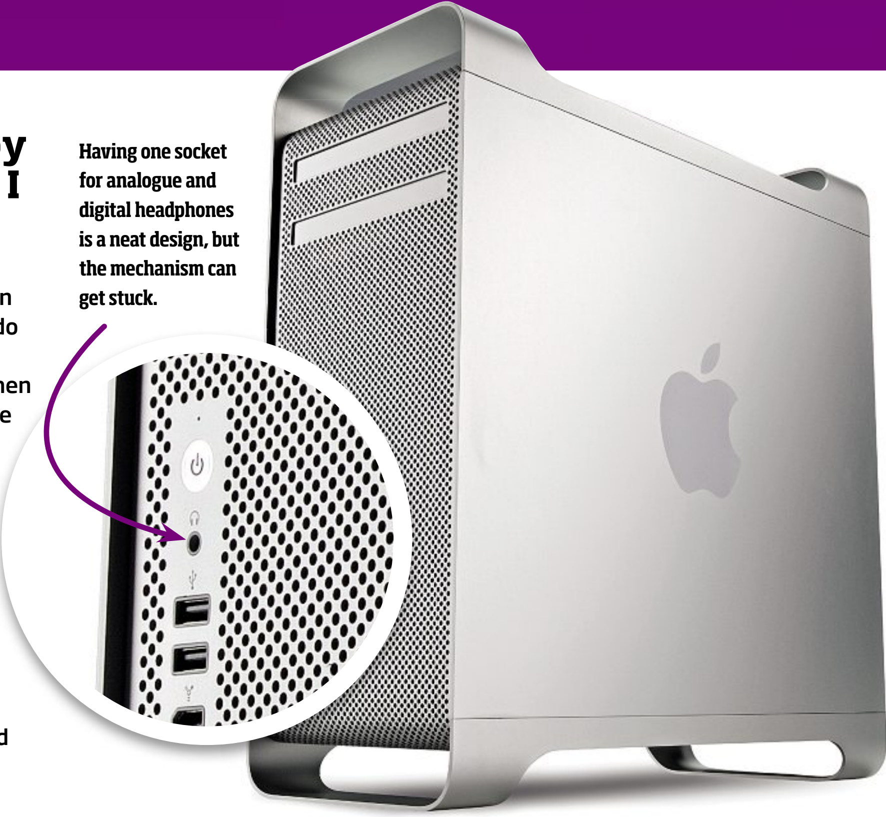
I've zapped the PRAM, removed all connected items and unplugged the power, held the startup button in for six seconds then restarted, repaired disk permissions and unticked 'Wake for network access'.

Anthony Meredith

Does your Mac have a life of its own? Fixing it could be a simple preference refresh.

A You possibly have a rogue entry in com.apple.AutoWake.plist. Or maybe even com.apple.PowerManagement.plist. Both of these files are stored in /Library/Preferences/System Configuration. Try deleting either or both of them, if you find them there, and shut down. It may restart one more time, because the plist files get read when you start up, not when you shut down. But after that your Mac should start obeying you.

"No sound through my headphones"

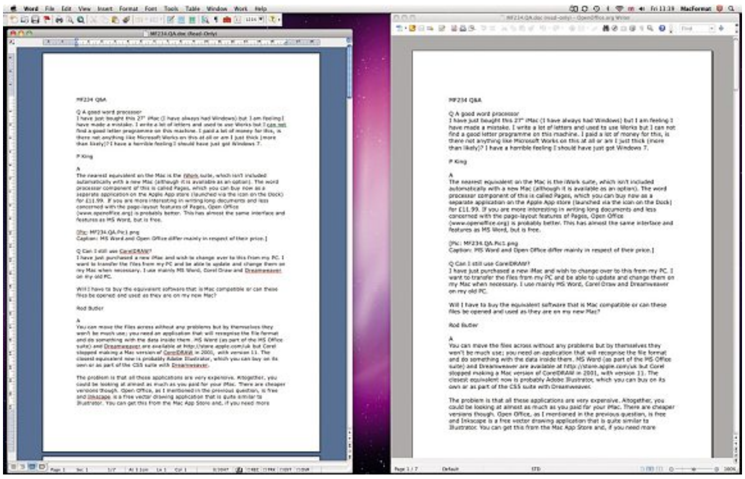


Having one socket for analogue and digital headphones is a neat design, but the mechanism can get stuck.

Q Recently I bought a Mac Pro (quad-core Xeon, 4GB RAM, with 24-inch Apple LED display); it's a fantastic machine, but almost from the beginning I ran into a curious problem when I tried to use the headphones output, the one immediately under the start button. In *MacFormat* I saw that the sound sub-menu of *System Preferences* has a Headphones option in sound output. That option does not exist in my machine and up until now I've not been able to use headphones! Am I doing something wrong here?

Aristides Skourtopoulos

A Do you see a red light coming from the headphone jack? If so, it may be that it's stuck in digital audio S/PDIF mode. This is a mechanical switch inside the headphone socket that's meant to automatically switch between digital and analogue audio outputs, according to which jack you plug in. Unfortunately, it's a pretty delicate switch, and grime or rough handling can cause it to jam. Try just plugging and unplugging the headphone socket half a dozen times to see if it comes free on its own, perhaps with a little gentle wiggling. If it doesn't, try a tiny squirt of gin or vodka into the socket first. The alcohol will help dislodge any grease or dirt and it will evaporate away without leaving a residue. Make sure your Mac is off and unplugged and give it a



MS Word and Open Office differ with respect to their price, but otherwise they're similar.

couple of hours to dry before you switch it back on. Don't be tempted to use WD40 because it will leave a non-conductive film on the inside of the socket that will interfere with your connection and, because it takes a long time to dry, dust will tend to stick and get trapped.

"A good word processor to replace Works"

Q I've just bought this 27-inch iMac (I've always had Windows) but I'm feeling I've made a mistake. I write a lot of letters and used to use *Microsoft Works* but I can't find a good letter programme on this machine. I paid a lot of money for it; is there not anything like *Works* available or am I just thick (more than likely)? I have a horrible feeling I should have just got Windows 7.

P King

A The nearest equivalent on the Mac is Apple's *iWork* suite, which isn't included automatically with a new Mac (although it is available as an option). The word processor component of this is called *Pages*, which you can now buy as a separate application on the Mac App store (launched via the icon on the Dock) for £12. If you're more interested in writing long documents and less concerned with the page-layout features of *Pages*, *Open Office* (www.openoffice.org) is probably better. This has almost the same interface and features as *Microsoft Word*, but the advantage is it's free.

"Can I still use my PC copy of CorelDRAW?"

Q I've just purchased a new iMac and wish to change over to this from my PC. I want to transfer the files from my PC and be able to update and change them on my Mac when necessary. I use mainly *Microsoft Word*, *CorelDRAW* and *Dreamweaver* on my old PC.

Will I have to buy the equivalent software that is Mac compatible or can these files be opened and used as they are on my new Mac?

Rod Butler

A You can move the files across, but by themselves they won't be much use; you need an app that will recognise the file format and act on the data. *Microsoft Word* (as part of the *Office* suite) and *Dreamweaver* are available at http://store.apple.com/uk but Corel stopped making a Mac version of *CorelDRAW* in 2001, with version 11. The closest equivalent now is probably *Adobe Illustrator*, which you can buy on its own or as part of the *CS5* suite with *Dreamweaver*.

But all these apps are very expensive. You could be looking at almost as much as you paid for your iMac. There are cheaper versions though. *Open Office*, as I mentioned in the previous question, is free and *Inkscape* is a free vector drawing app that's similar to *Illustrator*. You can get this from the Mac App Store and, if you need more flexibility than *iWeb* (which is bundled with your Mac) provides, there are several web design tools there for modest prices too.

»

Bolt from the blue

Bill Gallop

This year's MacBook Pros introduced a new connector technology called Thunderbolt, which promises a vast improvement in speed whilst also making future computers thinner and lighter. Although Intel demonstrated early versions of the technology (under it's code name Light Peak) on PCI Express cards fitted to what appeared to be some form of FrankenMac from a developer's nightmare, it's currently looking unlikely that upgrade cards will be available to add Thunderbolt ports to older Macs. Thunderbolt technology could be expensive, so what's all the fuss about?

Thunderbolt is fast; it gives you two 10Gb/s bi-directional channels per port. By comparison, FireWire 800, previously the fastest external interface on a Mac, provides a single bi-directional 800Mb/s (or 0.8Gb/s) channel per port. Because you have two channels per port if the first device in the chain is using a full 10Gb/s, you can still provide bandwidth to others down the chain. For FireWire 800 that 800Mb/s is the maximum that all the devices on the chain can use.

Thunderbolt combines PCI Express and DisplayPort in the same connector so you can connect devices, which would normally connect via add-in cards such as eSATA controllers, and monitors to the same port. It's easy to imagine walking into an office and connecting your MacBook to your display, hard drives, keyboard, mouse and video I/O hardware with a single Thunderbolt cable.

> *"Thunderbolt is fast; it gives you two 10Gb/s bi-directional channels per port. FireWire provides only 0.8Gb/s…"*

Right now Thunderbolt uses copper cables, which can be up to 3m long. However, it was developed using fibre optic cabling and there is a roadmap, which shows a hybrid cable that uses fibre for data and copper to provide power over tens of metres, and a fibre only cable, which should be capable of running for kilometres. The interfaces for these other cable types should be built into the cable itself, meaning that today's Thunderbolt products should be capable of connecting to them.

Thunderbolt has seen endorsement not just from Promise and LaCie, but also from AJA, Blackmagic Design, Avid, Apogee and Canon. By adding Thunderbolt to the MacBook Pro, Apple appears to be reminding the industry that it isn't just about this year's iThing but that it also has a very strong interest in the professional market as well. ●

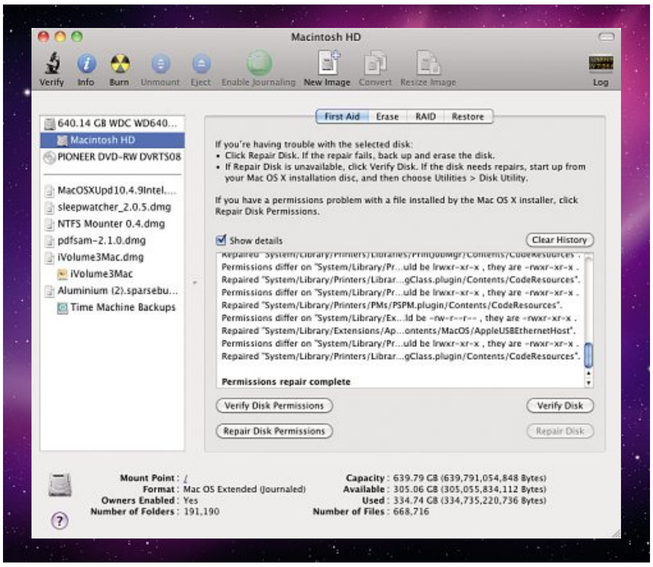
Bill is Mac Solutions Consultant for Equanet (www.equanet.co.uk). Each month he will share his knowledge with you, from upgrading your operating system to the advantages of RAW files.

»QUICK TIP

When you import video footage to *iMovie* from another folder on your hard disk, click the **Move files** radio button. Otherwise you'll waste a lot of drive space with duplicated video files.

"Some hard disk permissions won't repair properly"

Q **Since installing OS X 10.6 on my new iMac I regularly verify and repair disk permissions with *Disk Utility*. Recently the verifying process has increased from a couple of minutes to 15-20 minutes and the list of repaired permissions has become longer and longer. As the same faults seem to reappear in the log week after week every time I check the disk, I get the impression no permissions are repaired at all.**
Jurjen de Boer, Netherlands



If you're having trouble with the selected disk:
- Click Repair Disk. If the repair fails, back up and erase the disk.
- If Repair Disk is unavailable, click Verify Disk. If the disk needs repairs, start up from your Mac OS X installation disc, and then choose Utilities > Disk Utility.

If you have a permissions problem with a file installed by the Mac OS X installer, click Repair Disk Permissions.

☑ Show details

```
Permissions differ on "System/Library/Pr...uld be lrwxr-xr-x , they are -rwxr-xr-x .
Repaired "System/Library/Printers/Librar...gClass.plugin/Contents/CodeResources".
Permissions differ on "System/Library/Pr...uld be lrwxr-xr-x , they are -rwxr-xr-x .
Repaired "System/Library/Printers/PMs/PSPM.plugin/Contents/CodeResources".
Permissions differ on "System/Library/Ex...ld be -rw-r--r-- , they are -rwxr-xr-x .
Repaired "System/Library/Extensions/Ap...ontents/MacOS/AppleUSBEthernetHost".
Permissions differ on "System/Library/Pr...uld be lrwxr-xr-x , they are -rwxr-xr-x .
Repaired "System/Library/Printers/Librar...gClass.plugin/Contents/CodeResources".

Permissions repair complete
```

Mount Point : /
Format : Mac OS Extended (Journaled)
Owners Enabled : Yes
Number of Folders : 191,190
Capacity : 639.79 GB (639,791,054,848 Bytes)
Available : 305.06 GB (305,055,834,112 Bytes)
Used : 334.74 GB (334,735,220,736 Bytes)
Number of Files : 668,716

Warning messages when repairing permissions can sometimes be ignored but make sure any actual errors get fixed.

A Executive summary: just ignore them. There are a bunch of disk permission warnings that, according to Apple, can be safely ignored. This includes everything on the list at http://support.apple.com/kb/TS1448, as well as most of the messages that say 'Warning: SUID file… has been modified and will not be repaired.' Or 'ACL found but not expected…'. It's important to note that these are warnings, not errors, but they are still extremely annoying. Not only does it make it much harder to spot real problems in among so much chaff, but in some cases there can be thousands of these false alarms and each one adds a fraction of a second delay to the repair permissions process. Apple hasn't said anything about what causes this issue but it has been an acknowledged problem since OS X 10.5. Some of the messages can be removed by installing the 10.6.6 Combo update (http://support.apple.com/kb/dl1349), rather than allowing *Software Update* to incrementally patch OS X, but there will still be some left behind.

"Booting from a Time Machine disk with Carbon Copy"

Q **I have a late 2008 MacBook Pro plus an Iomega 300GB external hard drive that I currently use for my *Time Machine* backups and to store my library of family photos. While retaining the Iomega for my *Time Machine* backups I also wish to use it as a bootable backup drive using *Carbon Copy Cloner*, but when I run said program, I've noticed there is a tick box that says 'Delete items that don't exist on the source'.**

I find this confusing and worrying to say the least. I wish to retain the 'Time Machine Backups' library that currently exists on the Iomega HD and I am concerned that *CCC* will think the *Time Machine* backups are 'duplicates' and therefore replace or merge them with the contents of my MacBook HD. There is currently around 114GB of free space on the Iomega and approximately 139GB on the Mac HD.
Keith Gibbins

A *Time Machine* and *Carbon Copy Cloner* are both creating a snapshot of the current state of your internal hard disk, they work in quite different ways. *Time Machine* stores multiple backups on the same drive, so it puts each one in a separate folder, contained within Backups.backupdb. The folders are named with the date and time of the backup and inside they contain a mirror of the folder structure. The files themselves are either copies of the original files (if

»MACFIXIT TIPS / Set a window zooming shortcut in OS X

Window Zooming in OS X does not magnify a window's contents, but rather resizes the window to fit its contents. While this is the most common use of this button, the function is application-specific and may do anything from changing the overall window appearance such as switching to the mini player in *iTunes*, to doing absolutely nothing at all.

Invoking the zoom function is done by clicking the green button to the right of the close and minimize buttons, but it can also be accessed from the **Window** menu that most OS X applications have. Unlike the Close and Minimize window buttons, the Zoom button does not have a dedicated keyboard shortcut, and some people may wish to activate it by shortcut.

To do this, you will need to take advantage of the fact that the Zoom function appears in the menus for an application, and assign a custom keyboard shortcut to this function.

When adding a new shortcut, use the exact name of the command (in this case, if you haven't guessed, it's 'Zoom').

1. Go to the **Keyboard** pane in *System Preferences*.
2. Navigate to the **Keyboard Shortcuts** tab.
3. Click the '+' button to add a new shortcut.
4. Ensure that **All Applications** is selected from the drop-down list at the bottom.
5. Type 'Zoom' in the **Menu Title** field, and assign a unique key combination to it.
6. Click **Add** to save the new shortcut.

Suggestion: We're very fond of using ≈ with ⌥ and ⌘ plus another key of choice for custom keyboard shortcuts. These three modifier keys are rarely used together in shortcuts, and they're easy to press at once since they're right next to each other.

Once you've followed the steps as described, as long as there is a **Zoom** option for a specific application then when this application is in focus, pressing the specified keyboard shortcut should activate the zoom feature. This can make resizing windows to fit their contents much more convenient. If you're not happy with it, you can always revert.

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Tips supplied by MacFixit.com

MACFIXIT TIPS / New MacBook Pros having issues with iTunes Home Sharing

Despite Home Sharing's more prominent role in Apple's iOS and *iTunes*, some users that purchased the newest line of MacBook Pros aren't thrilled with the feature. An Apple Support Discussions thread (**http://bit.ly/hSnYVL**) has ballooned to over 213 comments since the end of February, filled with users trying to find a solution to the Home Sharing bug.

An ASD forum user named themacbear writes:

"Although the Apple TV could see the name of my *iTunes* library, it wouldn't connect to it, or sometimes, it would report that 'There are no movies in this library'. Wrong!"

Themacbear is not alone, it seems. An ASD user called sftobos concurs, writing:

"Went to the Apple store today. **1.** Issued new MacBook Pro 17-inch 2.2 just as I'd done prior. **2.** Tested in store with zero songs and zero movies within *iTunes* on the new computer. Did not update any of the system software. Ran *iTunes* 10.1.2. Failed just as before. Worked until *iTunes* quit then restarted *iTunes* and the Home Sharing facility broke within 10 seconds. **3.** Updated all system software including *iTunes*. Failed just as before. New computer had nothing on it but stock apps.

Here's the more interesting part. I tried my iPad 2 and iPhone 4 on several of the Apple store computers using the same Wi-Fi 'Apple Store Network.' Same behavior as mentioned in step 2. Failed (not winning!)"

The overall consensus seems to be that this is a software issue, specifically related to the new MacBook Pro models that Apple released in late February. ASD user Gnufist writes:

"I just spent two hours on the phone with Apple, and finally talking with a senior engineer. It is now a known issue and they are expecting to release a software update soon (I was welcome to call back to her direct number if I did not see an update on the message board soon about when the new release would come out)."

Gnufist also reports that a workaround for this issue may be available. If you're having problems with Home Sharing, check to see if your computer's firewall is activated. If it is, try turning it off and restarting your MacBook Pro. "I found that there was an old bug with Home Sharing and the firewall back from 2009 that somehow blocks the TCP port 3689 and UDP port 5353, which Home Sharing is using, even though *iTunes* is in the Allow list in the firewall."

If the firewall setting is indeed why the issues are occurring, expect the next release of Mac OS X to address these concerns. Of course we will keep an eye on future releases from Apple and let readers know if any more workarounds surface in the meantime. Keep 'em peeled!

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they have changed since the last backup) or hard links to the copy of the file in an earlier backup folder (if they haven't changed). In this way, *Time Machine* can make backups that appear to be a complete copy of your drive, without filling up the backup disk with lots and lots of identical copies of files that don't change from backup to backup.

Carbon Copy just copies every file on the internal disk, to the backup disk. And because it only stores one backup copy per disk, it doesn't tuck the backup away in a subfolder; it just mirrors the original folder structure, starting from the root folder. *Carbon Copy* won't overwrite *Time Machine* backups because they are kept in the Backups.backupdb folder and so the pathnames don't match. But if you tick that checkbox, *Carbon Copy* will see that there is no Backups.backupdb folder on the internal HD and will delete it on the backup disk, so that they match.

So, in the short term, you should definitely leave the box unticked. In the long term, having *Time Machine* and *Carbon Copy* coexist on the same drive isn't a good idea, for several reasons. It puts your eggs in one basket, so a drive failure will destroy all your backups. It will vastly reduce the number of backups *Time Machine* can make before it runs out of space and has to start deleting the oldest. And if your main drive fails and you need to boot from the backup disk, you won't be able to restore the most recent hourly backup, because *Time Machine* won't run from the boot volume. Keep your bootable backup on a separate disk and be sure to exclude it from *Time Machine's* purview and you will have a much more effective backup strategy.

Storing a bootable backup on your Time Machine disk will reduce the space available for Time Machine's hourly backups.

"What is Growl? It's secreted itself onto my Mac…"

Q **A programme called *Growl* has appeared in *System Preferences*. I do not know what it is, nor can I see a way of removing it. Should I be concerned?**

Joe Gill

A *Growl* is a universal notification system. It's a free, third-party utility that installs as a preference pane. Other applications can use *Growl* to display pop-up messages to let you know that updates are available or an operation has completed. They could do all this for themselves of course, but this way is easier for developers and means you can control the style of your notifications – as well as which applications display notifications – all in one place.

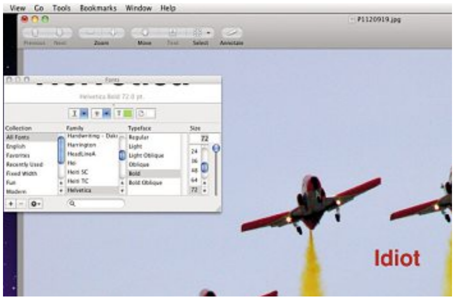
You can download *Growl* from http://growl.info but mostly you'll get it bundled with the installer for an application that uses it. Some clients and applications don't even ask you if you want to install it – *Adobe CS5* and *Dropbox*, for example – which is a bit naughty. Thankfully, however, it's a fairly benign (and useful) utility. But if you do still want to delete it, there is a separate uninstaller available to download – you can pick it up at http://growl.info/documentation/growl-package-removal.php.

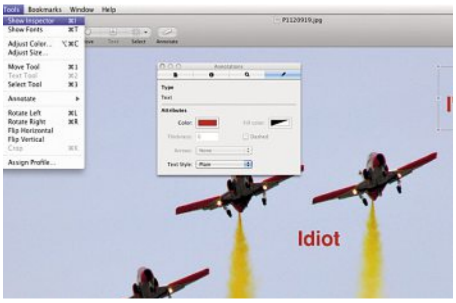
»

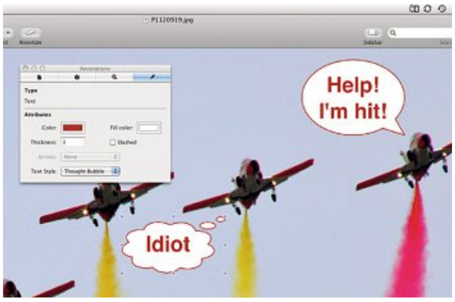
QUICK TIP

The icon for *TextEdit* is a pen and paper with some writing on it. But did you know that the writing isn't just squiggles? Zoom the icon and you'll see a letter signed Johnny Appleseed – a quote from an old Apple TV advert.

HOW TO / Add speech bubbles in Preview







01 Annotate

Doubtless you already use *Preview* to view PDFs and image files quickly. Perhaps you have even discovered you can annotate the image by clicking the pencil icon on the toolbar. But did you know you can add text with a speech bubble border?

02 Add text

Ted Christesen of Queensland Australia discovered this and wrote to share it. In **Annotation** mode, click the text box button on the toolbar, drag it onto the image and type some text. If the toolbar isn't shown, click View > Show Annotations Toolbar.

03 Select border

Now click Tools > Show Inspector or hit ⌘+I and select the text box again. One attribute is **Text Style** and on the drop-down menu, you can choose either **Speech Bubble** or **Thought Bubble**. To move the pointer, drag the corner to the other side. ●

QUICK TIP

If you have Spaces enabled in *System Preferences* to create several virtual desktops, you can use F8 to display all desktops at once. Better still, if you activate *Exposé* from this screen, it will tile all your apps on all your desktops at once!

"How to fix variable audio levels on CDs?"

Q In *iTunes*, I burn compilation audio CDs (for own home use) consisting of playlist cuts from various other CDs and from downloaded music clips in, say, MP4 format. How can I have the newly created audio CD play back all cuts at approximately the same volume level? The *iTunes* built-in SoundCheck facility seems to have no influence at all over the original recordings and hence the contents of the new disc are at significantly varying volume levels.

Jim Irvine

A SoundCheck is Apple's own implementation of the Replay Gain standard that attempts to normalise the volume of audio tracks. Replay Gain works by scanning audio files to determine the perceived loudness of the track (it essentially compares the root-mean-square of the amplitude, if you're interested). It then calculates the correct positive or negative gain to bring this to a standard loudness (usually 89dB) and writes this value into the metadata for that file. SoundCheck is a little different, in that it sometimes writes the gain adjustment in the iTunNORM ID3 tag for the track and sometimes stores it in its own database for the whole *iTunes* library. It depends on how the track was originally imported to *iTunes* and which version of *iTunes* you're using.

MACFIXIT TIPS / Solve Facebook import and export freezes in iPhoto '11

Uploading photos from *iPhoto* to Facebook via *iPhoto*'s built-in exporter has taken a turn for the worse for some users, not allowing up/downloading and often freezing during connection.

Several users have voiced their displeasure with the situation in one of the Apple Support Discussion forum threads (**http://bit.ly/gtMpMG**). User Charles Figuero writes:

"I have a similar problem. Although all of my Facebook albums synced to *iPhoto* correctly, when I try to upload an album to Facebook, the 'pending' indicator simply churns forever. Also, when *iPhoto* tries to sync the albums back from both Facebook and MobileMe, I'll see permanent 'swirly arrows' next to both the accounts in the side bar. They never go away. Eventually, after leaving *iPhoto* alone overnight, I had to force quit.

"While I have not been able to personally replicate the issues, users on the ASD forum suggest rebuilding the iPhoto Library as a possible solution. To rebuild your iPhoto Library, hold down (⌘ + ⌥) and click to open *iPhoto*. Continue holding those keys until the **Rebuild iPhoto Library** window appears.

Choose the following checkboxes and click rebuild:

Repair the iPhoto Library database; **Rebuild the iPhoto Library Database from automatic backup**; **Examine and repair iPhoto Library file permissions**.

Some users also found that simply logging out of their Facebook account in the iPhoto Preferences > Accounts > Facebook window, restarting *iPhoto*, and logging back in solved the issue.

Solutions to situations such as this may also be found in the preference list files that store each app's unique adjustments. Try deleting the *iPhoto* preference file in user > Library > Preferences. It's called **com.apple.iPhoto.plist**. Note that other settings will reset as well.

Tips supplied by MacFixit.com

MacFixIt, founded in 1996 by Ted Landau, has grown into the premiere destination for users seeking resolutions to bugs and conflicts. Visit **www.macfixit.com** for the latest Mac information.

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A few dead pixels is one thing, dark patches spread across the LCD screen is quite another.

When you burn an audio CD, all the metadata is discarded. Whether the SoundCheck gain adjustments are applied to the audio stream as it is written to the CD, again seems to depend on your version of *iTunes*. In *iTunes 11*, at least, ticking the Use SoundCheck box in the Burn Settings dialog will apply these values. But obviously this only works if the SoundCheck metadata for that file already exists. If you burn the tracks to CD as MP3 files, the metadata will be copied over with them, but only *iTunes* will read them. Other MP3-capable players (such as car stereos) will ignore the metadata – even if they are Replay Gain compatible – because SoundCheck uses different tags.

There are commercial alternatives to SoundCheck. The best known of these is probably *iVolume*, which is on the Mac App Store for £18. It does the same thing as SoundCheck and uses the same ID3 tags but some people have reported that it makes it easier to ensure your entire music collection is correctly normalised.

"Mysterious dark splodges on my iMac's screen"

Q I have had my 24-inch iMac for about two years; the store I bought it from offered a two-year guarantee, so as I keep my computers for about two years this seemed like a good deal. After about 14 months, dark stains started to appear behind the screen and made working on artwork impossible. It was sent for repair and after three months of numerous calls and waiting I finally got it back, although it had not been restored to a working condition. I was advised that I had caused the damage myself but not given a legitimate reason. Have you come across this before?
Mark Fleming

A It's very rare but not unheard of. I've only seen one case personally but there is a smattering of discussion about it on the forums. The most promising theory is that it is heat related. Localised heating from the PSU or graphics card behind the LCD panel causes the switching transistors for that section of screen to exceed their operating temperature and stop responding. What complicates this otherwise neat hypothesis is that in some cases the darkening is permanent, in others it's intermittent and sometimes it can be progressive.

Three things we can confidently state: replacing just the LCD panel is a temporary fix at best, the new screen will overheat again in time; this is nothing that you have done. It's a manufacturing defect; that makes it a warranty issue and you should insist on a replacement iMac or a repair. I'm not a lawyer but losing your Mac for three months while they 'fix' it doesn't seem reasonable either. You may be entitled to compensation. ●

On the forum

Help and advice from readers

Q Hi, I'm tempted to splash out on a new MacBook as my current ancient lappy is on its last legs. Just wondering which size screen to go for – I know the 13-inch is more portable – but I will be moving mine from the table to the sofa and not much further. I'm hoping to get a new job that might involve working from home for a couple of days a week, so I was wondering whether there is much appreciable difference in 'working pleasure' between the 13-inch MacBook Pro and the 15-inch - I'm not worried about performance and specs, but will the 15-inch be significantly easier on the eyes for long-term use? By the way, I can't afford the 17-inch. The obvious choice would be an iMac but I just haven't the space.

Look forward to hearing your thoughts!

Member: Beanie **Join Date:** Jan 2009 **Posts:** 20

A I've just ordered the 13-inch; however if money isn't the issue, I think the 15-inch would be preferable.

Member: jis **Join Date:** Feb 2011 **Posts:** 3

A I prefer my 17-inch as it has a higher screen resolution. I didn't like or buy the 15-inch for that reason. I just can't get used to a lower resolution. I also do a lot of video editing so I needed the higher spec of the 17-inch. All that said, I watch a lot of TV and movies on it so the 17-inch was my only option.

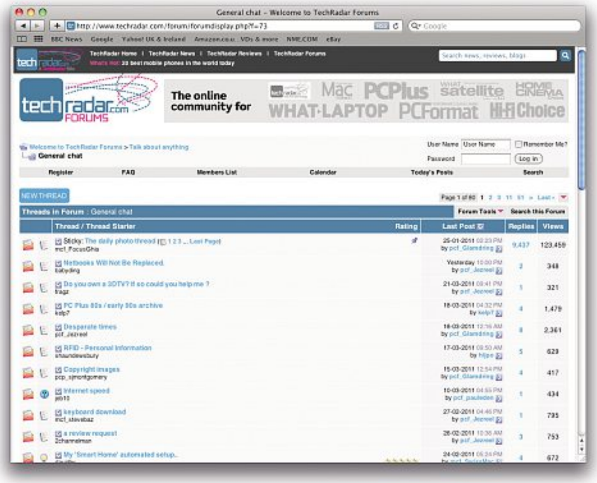
Member: davidshaw **Join Date:** Dec 2010 **Posts:** 3

A What sort of software will you be using? If it's professional-level stuff, such as Adobe *CS5*, then you'll appreciate the extra screen real estate that the higher resolution 15-inch screen has.

Member: MacOS10 **Join Date:** Oct 2005 **Location:** Manchester, UK **Posts:** 2,477

A You can always drive a big external display from a 13-inch MacBook when you need to.

Member: Leewave **Join Date:** Sep 2003 **Location:** Northern Lakes **Posts:** 2,868



General chat – Welcome to TechRadar Forums
http://www.techradar.com/forum/forumdisplay.php?f=73
BBC News
Google
Yahoo! UK & Ireland
Amazon.co.uk
eBay
TechRadar Home
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TechRadar Forums
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The online community for
Mac
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satellite
HOME CINEMA
WHAT LAPTOP
PCFormat
Hi-Fi Choice
Welcome to TechRadar Forums > Talk about anything
General chat
User Name
Password
Remember Me?
Log in
Register
FAQ
Members List
Calendar
Today's Posts
Search
NEW THREAD
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Forum Tools
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Thread / Thread Starter	Rating	Last Post	Replies	Views
Sticky: The daily photo thread		25-01-2011	9,437	123,459
Netbooks Will Not Be Replaced.		Yesterday	2	348
Do you own a 3DTV? If so could you help me ?		21-03-2011	1	321
PC Plus 80s / early 90s archive		18-03-2011	4	1,479
Desperate times		18-03-2011	8	2,361
RFID - Personal Information		17-03-2011	5	629
Copyright images		15-03-2011	4	417
Internet speed		10-03-2011	1	434
keyboard download		27-02-2011	1	795
a review request		26-02-2011	3	753
My 'Smart Home' automated setup..		24-02-2011	4	672

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"The iPad 2 continues Apple's reign as the king of tablets"

APPLE iPAD 2 P84

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Reviews

● HARDWARE ● SOFTWARE ● iPHONE APPS ● SHAREWARE ● GAMES

Ian Osborne
Reviews Editor

After all the hype, the internet rumours and the insanely long queues snaking their way from every Apple Store in the country, the long-awaited iPad 2 is finally with us. But was it worth the wait? Apple's game-changing tablet enjoyed a refresh rather than a relaunch with this second release, but Paul Curthoys proved suitably impressed over on page 84.

Susie Ochs was equally impressed with Apple's Smart Cover on page 87. And no wonder. It's an amazing piece of kit, and something that only Apple could produce. As Susie says, it's a little expensive, especially if you want the leather version, but let's face it – your iPad 2 isn't dressed without one.

Some great software comes under the *MacFormat* spotlight too. Can *QuarkXPress 9* overtake Adobe's *InDesign* and regain the desktop publishing crown for Quark? Find out on page 96. *FileMaker Bento* has long been the Mac's premiere home and small business database package, but is it worth upgrading to version 4 if you already have *Bento 3*? See page 95.

>> OUR LOGOS

A product that receives the MacFormat Choice award is the best in its class when reviewed.

Used in our Group Tests, MacFormat Winner indicates the product that we feel stands out.

This logo indicates there are either test versions or files associated with the review on the disc.

RATINGS EXPLAINED: ★★★★★ Excellent ★★★★☆ Very good ★★★☆☆ Good ★★☆☆☆ Adequate ★☆☆☆☆ Poor

»TABLET DEVICE

Apple iPad 2

£399-£659 Do video chat and a thinner design make a better iPad? We find out…

CONTACTS

Manufacturer: Apple
www.apple.com/uk

SPECIFICATIONS

Processor: 1GHz dual-core Apple A5 system-on-chip with 512MB DDR2 RAM **RAM:** 16GB, 32GB, or 64GB **Display:** 9.7-inch 1024x768 LED-backlit glossy Multi-Touch IPS with oleophobic coating **Cameras:** front (VGA video & stills), rear (720p video & 0.7MP stills) **Wireless:** 802.11n Wi-Fi, Bluetooth 2.1 + EDR **Other:** Three-axis gyroscope, digital compass, accelerometer, ambient light sensor, 30-pin dock connector, built-in speaker, mic, and stereo headphone jack, 25 watt-hour lithium-polymer battery

PROS & CONS

- ⊕ Performance improvements
- ⊕ Dual cameras fine for video calls
- ⊕ Thinner, lighter unibody
- ⊕ Cheaper than iPad 1
- ⊖ Display is unchanged
- ⊖ Produces low-res photos

VERDICT

★★★★☆

"If you haven't bought one yet, the iPad 2 is a stellar device that still feels like a little slice of science fiction come true."

Apple's new iPad is more of an iterative, evolutionary refresh, rather than a dramatic leap forward. When you pick one up, it instantly feels lighter and thinner, and its beautifully curved edges make its redesigned unibody a pleasure to hold. Apple also created a white model this time around, but we ended up not liking it. Not only does it show dirt more, but also the white trim doesn't disappear the way the black border does when gaming or watching video. Of course, that's entirely a personal preference.

More importantly, at 1.3lbs, the iPad 2 dropped a little more than three ounces off the weight of the first iPad. You can feel the difference in heft, but holding it for long periods – video or iBooks sessions – will still strain your arms in ways that a small e-reader like the 8.5-ounce Kindle won't.

Sped up

But an iPad 2 can do so much more than an e-reader, and its new 1GHz dual-core A5 on-chip system powers it to a noticeably more nimble performance. In our benchmarks, which measure memory and processor performance, it scored 1.65 times better than the iPad 1. On average, the iPad 2 powers up 8.2 seconds faster, and many apps launch 1-1.5 seconds faster too, though often the iPad 2 was only a beat or two quicker at launching apps. Like its predecessor, battery life is seriously impressive, lasting 13.42 hours in our rundown (which looped an *iTunes*-bought movie).

In practice, those numbers make everything you do feel a touch more speedy and responsive – particularly games. It's not an earth-shattering difference, but iPad 1 users will coo appreciatively at its keenness.

> *"If you buy the Digital AV Adapter, you can connect it to a TV and everything you see and do is mirrored on the external display"*

Likewise, the new three-axis gyroscope smoothes out tilt-control games a bit, but not hugely so. We expect the big improvements to come when developers have a chance to fashion apps that are tuned to take advantage of the A5's dual cores.

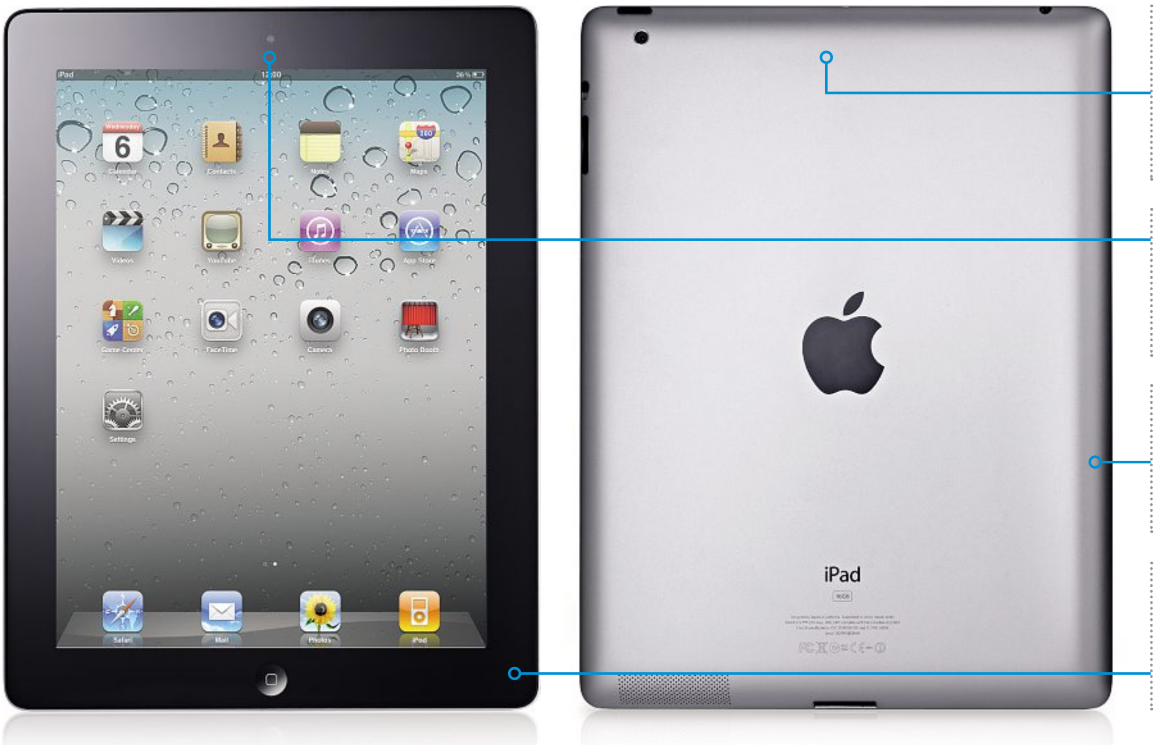
Easily the biggest letdown of the iPad 2 is that the screen hasn't been improved. The 9.7-inch 1024x768 LED backlit IPS display is the same as that of the first iPad, and it holds up well, delivering lovely visuals and lightly responsive multitouch control. Even with that oleophobic coating, it still smudges up with fingerprints almost as soon as you pick it up, so keep a microfibre handy. The iPad 2 does deliver one dazzling video upgrade, and that's mirroring in 1080p. If you buy the optional Digital AV Adapter, you can connect it to a TV or monitor, and everything you see and do is mirrored on the external display. It's instantly useful for everything from presentations to gaming to teaching, and while it's a simple addition technologically speaking, it's a massively cool one that loads of people will use. (The adapter also works with the first iPad, but not for mirroring.)

Grainy gripes

Yes, the iPad 2 adds dual cameras, a terrific improvement. The front-facing camera delivers VGA-quality video and stills (like the iPhone 4), while Apple's official specs carefully describe the rear camera only as an HD video camera that films in 720p. That's probably because the rear camera takes grainy, low-res photos. Examining the metadata told us it's a 0.7MP camera, though Apple also declined to confirm that spec. You'll instantly notice that shortage of

The iPad 2 comes in two colours – the black option is the colour of choice for keeping things clean.

QUICK LOOK / Around the iPad 2



Rear camera
Rear-facing camera can record 720p HD video at 30 frames per second, which can be edited on the device.

Front camera
The front-facing VGA camera can be used in the FaceTime app.

Thinner
Its tapered edge makes it easier to hold, and it's 33% thinner. It's also lighter.

Black or white
The new iPad 2 comes with a choice of a black or white body for you to choose from.

megapixels in your photography; pictures look noisy and low-res, like the poor quality snaps from old mobile phones.

Viva video

When recording video, though, the rear camera produces good-quality footage – if you can figure out how to hold onto the thing. Yes, gripping a big, flat 'camera' is as awkward as you'd expect, and while tap-to-focus is as cool as always, the *Camera* app exacerbates the problem by forcing the shutter button to appear at the bottom of the screen. Since most people will want to hold the iPad 2 by its sides, you'll inevitably wobble the screen when you reach for that button. The iPad 2 is difficult to keep steady once you start filming, and with the rear camera positioned on its edge, we kept sticking our fingers into the frame.

We don't recommend you buy an iPad 2 solely for its camera. However, for *FaceTime* and *Photo Booth* the iPad 2 shines. The FaceTime calls we made during testing were smooth and lag-free, though we found it far more comfortable to use a stand for these calls. Flipping it around to use the rear camera to film kids or cats works great, and the backside-illumination sensor in the rear camera makes it fairly adept in low light. *Photo Booth* and its nine live feeds of special effects was an unexpected delight, great for goofing around. We entertained a couple of kids for a solid hour, getting big laughs the whole time as they experimented with the distortions and snapped wacky photos of one another.

Last but not least, we were surprised at how cool the magnetic Smart Cover is (see page 86). Something about how it uses magnets to snap the case onto the iPad 2 and wake it from sleep adds to the futuristic feel of the device. It's another one of those 'touching is believing' moments that helped make the iPad a success in the first place.

With properly calibrated expectations – think minor refresh, rather than next generation – the iPad 2 continues Apple's reign as the king of tablets. If you already own an iPad 1, there's no real need to upgrade unless you're a hardcore gamer who wants premium performance or you simply must have video chat.

Paul Curthoys

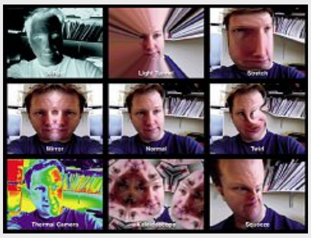
TOP 3 FEATURES / New for the iPad 2

Video cameras

The iPad 2 has two cameras, so you can video chat. Switch cameras during a chat, so people can see what you're looking at, rather than only your face.

Faster

A dual-core A5 processor means it is twice as fast in some tasks and has nine times the graphics processing capabilities, meaning graphics-heavy games really fly.



iOS 4.3

The iPad 2 comes with iOS 4.3, (which can be downloaded for older iPads too), and introduces *FaceTime* for video chat and *Photo Booth* for fun with photos.

»APPLE NOTEBOOK

MacBook Pro 17-inch 2.2GHz

£2,099 Can Apple's top-of-the-range MacBook Pro take another great leap forward?

CONTACTS

Manufacturer: Apple
www.apple.com/uk

SPECIFICATIONS

Processor: 2.2GHz quad-core Intel Core i7 **RAM:** 4GB **Hard disk:** 750GB 5400rpm SATA **Ports:** 1xFireWire 800, 3xUSB 2.0, 1xThunderbolt **Optical drive:** 8x SuperDrive **Display:** 1920x1200 resolution **Graphics:** AMD Radeon HD 6750M

PROS & CONS

- ⊕ Great new processors
- ⊕ Powerful new graphics chips
- ⊕ Thunderbolt port
- ⊕ Excellent battery life
- ⊕ Crystal-clear screen
- ⊖ Needs an updated optical drive

VERDICT

★★★★½

"Fast, powerful and surprisingly portable, Apple's 17-inch MacBook Pro is a true object of desire."

Apple's most expensive MacBook Pro offers very similar specifications to the high-end 15-inch model. Both have a brand-new, second-generation 'Sandy Bridge' quad-core 2.2GHz Core i7 processor with integrated Intel HD Graphics 3000. Both bring us an AMD Radeon HD 6750M discrete graphics processor with 1GB of GDDR5 memory, a 750GB, 5400RPM SATA hard drive, 4GB of 1,333MHz RAM and an internal seven-hour battery. And both have a single FireWire 800 port as well as a Thunderbolt port, Intel's exciting new I/O technology offering up to 10Gbps transfer speeds in both directions. Apart from the screen sizes, the only significant differences between the two high-end off-the-shelf MacBook Pros is that this 17-inch model has three USB ports instead of two, and an ExpressCard / 34 slot instead of an SDXC card reader.

The 17-inch MacBook Pro is aimed at people who need extreme performance as well as a larger screen. It's ideal for graphic designers who need all the screen space they can get and enough processing power to render complex images and artwork. Likewise, video editors need enough room to fine-tune their projects without losing sight of the big picture, and enough power to save them out in a reasonable time.

The new 17-inch MacBook Pro has similar hardware specs to the 15-inch model.

The Mac isn't most people's choice of gaming machine, but this one is certainly powerful enough to handle current games, and people who need lots of windows open would welcome the extra screen space. The days when notebooks played second fiddle to desktops are long behind us. Today's MacBooks – especially this new MacBook Pro – are powerful enough to use as a main computer, and ideal for those who want a desktop setup but with a Mac they can pick up and use on the move when necessary.

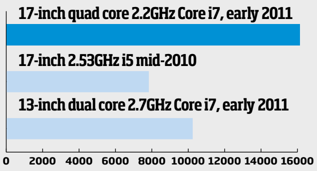
> *"It's ideal for graphic designers who need all the screen space they can get and enough processing power to render complex images"*

But is picking it up and taking it away a problem? How portable can a notebook with a 17-inch screen actually be? This is where Apple's 17-inch MacBook Pro really shines. Its unibody aluminium construction lends it strength, but keeps it light. At 2.99kg, it's only 18% heavier than the 15-inch model, and only marginally more bulky. As long as your notebook bag is big enough to fit it, portability isn't a problem.

It's good that the new 17-inch MacBook Pro enjoys parity with the better of the two 15-inch models brought to us by the early 2011 refresh. Before, it had the same specs as the middle of three 15-inch MacBook Pros, which seemed wrong. But now, Apple's new top-of-the-range notebook is hard to beat. It's incredibly powerful, has an excellent screen and is beautifully portable for a 17-inch model.

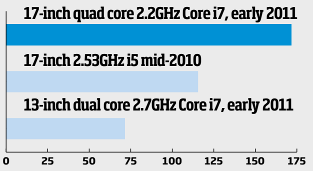
Ian Osborne

»BENCHMARKS / How does the performance stack up?



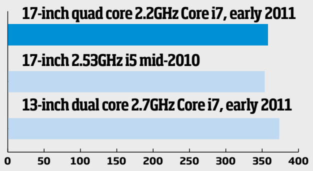
Cinebench (CBs)

Measuring CPU and GPU performance, *Cinebench* reports its results as a single figure. Multi-core performance quoted.



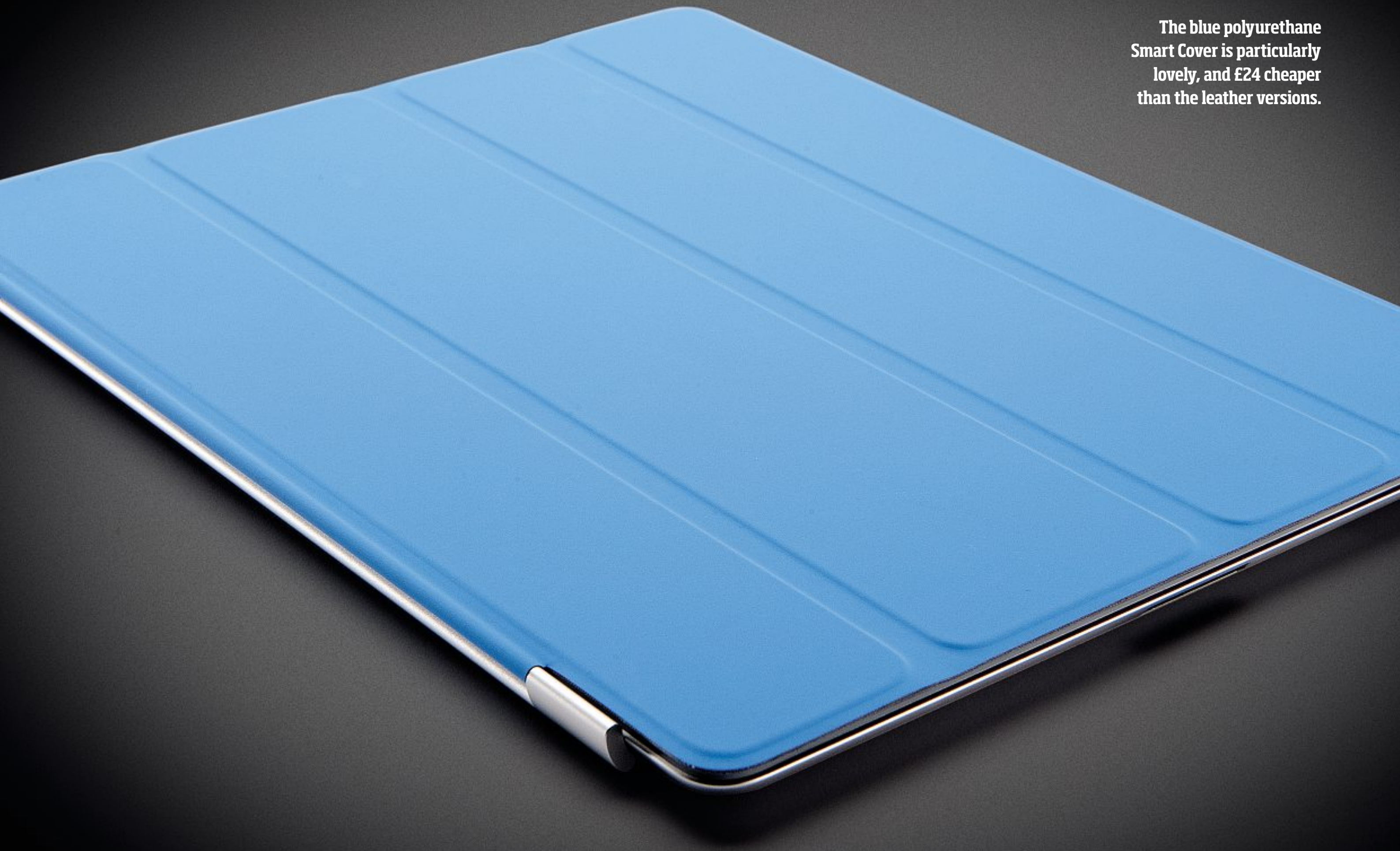
Doom 3 frame rates (FPS)

Tested using *Doom 3's* 'timedemo 1' routine, set at 1,024x768 with settings at Ultra. Frames per second quoted. Higher is better.



iTunes encoding (Seconds)

A timed test using the latest version of *iTunes*, ripping an audio CD at 128kb/sec AAC, auto sample rate, no VBR.



The blue polyurethane Smart Cover is particularly lovely, and £24 cheaper than the leather versions.

>> iPAD 2 CASE

Apple Smart Cover

£35 (polyurethane), £59 (leather) Protect, stand, sleep and awaken your iPad 2

The Smart Cover is aptly named: it looks great, and the way it works is so clever that we can't think of a better way to describe it. It's got smooth polyurethane or leather on the outside. We prefer the £35 polyurethane version, which comes in brighter colours: blue, green, orange, pink or matte grey. The £59 leather version comes in more muted, 'executive' colours of tan, black, navy, off-white and red. Apple claims the microfibre lining keeps your screen clean, but it really doesn't move around enough to wipe fingerprints away.

Magnets in the hinge keep it attached to the iPad 2, and only the iPad 2 (iPad 1 owners aren't invited to this party). It auto-aligns with magnets in the iPad 2's frame, so it's impossible to put it on incorrectly. Another magnet sleeps your iPad when the cover closes, and automatically wakes it up when you open it, so there's no need to press the Sleep/Wake button. You can lift the iPad 2 by the Smart Cover as long as you do so gently. To remove it completely, just be a bit firmer.

The cover folds back into a triangular shape (also held together by magnets), which works great as a stand in landscape mode. It can hold the iPad at a comfortable angle for typing, or upright for watching videos. The typing angle is quite stable, but when it's upright and you tap an on-screen button, it does wobble a bit, albeit less than last year's £31 Apple iPad Case. The Smart Cover keeps the iPad upright in portrait orientation, but it feels a little less stable than in landscape.

> *"A magnet sleeps your iPad when the cover closes, and wakes it up when you open it…"*

Our main complaint is the price, which seems a little on the steep side. It comes in at £35 for the polyurethane version and £59 for the leather option. And it only covers the screen, not the whole iPad, although that also keeps everything slim. An iPad 2 with the Smart Cover is still slimmer than the iPad 1. However, of the dozen or so iPad 2 cases we looked at, the Smart Cover is still at the top of the class.

Susie Ochs

CONTACTS

Manufacturer Apple
www.apple.com/uk

SPECIFICATIONS

Dimensions: 24.1x19x0.2cm
Weight: 138.9 grams
Materials: Leather or Polyurethane

PROS & CONS

- ⊕ Adds virtually no bulk
- ⊕ The stand works three ways
- ⊕ Sleeps and wakes the iPad
- ⊖ Fairly expensive

VERDICT

★★★★☆

"It prevents scratches to the screen, works well as a stand, and looks great."

>> NOTEBOOK DOCKING STATION

Henge Dock

From £70 Turn your notebook into a desktop in an instant

CONTACTS

Manufacturer: Henge Docks
www.hengedocks.com

WORKS WITH

MacBook (black/white), Unibody MacBook Pro (13, 15 or 17-inch)

PROS & CONS

- + Small footprint
- + Quick to dock or undock
- − MagSafe connector issue
- − Fiddly to set up

VERDICT

★★★½☆

"You'll need a second power adapter to take full advantage of it."

We've been dying to get our hands on a decent docking system for Mac notebooks, so we were like children at Christmas when we unboxed this. Henge Docks turn your notebook into a desktop system without you having to faff around reconnecting your keyboard, mouse and screen when you bring it into your office. Instead, you lower it into the dock onto the row of connectors. And because the Mac stands vertically, the whole thing takes up very little space.

The docks are model-specific and come with a load of port extender leads, which you leave clamped into the dock. To ensure each is attached in the correct place, you're recommended to attach them one at a time, which can take a little while, but you only do this once. Getting the Mac in and out of the 13-inch MacBook Pro dock we tested is easy enough, even with a full complement of connectors – though you need two hands, one to hold the base and the other to lift out the Mac.

It doesn't come with a Mini DisplayPort adapter or MagSafe power connector, and with the latter lies a problem. Because you have to clamp each connector in, you ideally need a second power adapter to take on your travels or you'll constantly be unclamping and reclamping it if you need longer use than the battery will give you.

We also worried about scratching the Mac's casing when sliding it in and out – a soft lining on the dock would have reassured us.

Laurence Cable

HENGE·DOCKS

The Henge Dock does the job perfectly well, but there is a power struggle...

>> A3 INKJET MFD

Brother MFC-J6510DW

£250 A good price for a massive printer

CONTACTS

Manufacturer: Brother UK Ltd
www.brother.co.uk

SPECIFICATIONS

Res: Up to 6000x1200dpi **Paper:** 250 sheets **Dimensions:** 54x48.9x 25.7cm, **Weight:** 15.8kg

PROS & CONS

- + Inexpensive for A3 printing
- + Good build quality
- − Unspectacular prints
- − Single paper tray

VERDICT

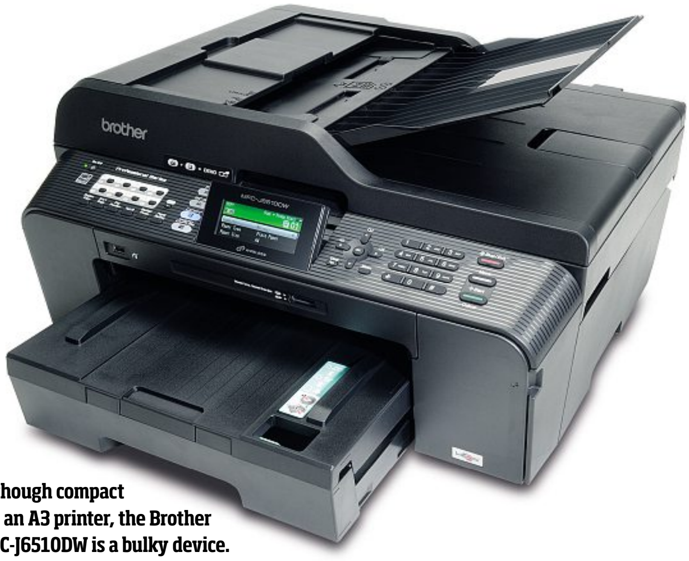
★★★☆☆

"It's inexpensive and fully featured, but print quality is pretty workmanlike."

Printers capable of printing at A3 size have come down in price over the last few years. This Brother A3 multifunction inkjet can be found online for under £250, making it an attractive option for casual users. But is it good enough for professional A3 projects?

With A3 multifunction devices come a major drawback: they take up a lot of room. To be fair, Brother has done a great job of keeping this particular model's footprint as small as possible, but size is still a consideration.

The J6510DW has an impressive feature set. You can connect it to your Mac or home network using USB, Wi-Fi or Ethernet, print on both sides of the paper using Duplex or straight from your camera with PictBridge. It faxes, scans and photocopies up to A3 in size, and a single paper tray is augmented by a one-page-at-a-time sheet feeder at the rear.



Although compact for an A3 printer, the Brother MFC-J6510DW is a bulky device.

Print quality is merely average. Text is reasonably well defined but a little washed out, a fault that also affects default-quality, plain-paper photo prints. Best-quality prints on photo paper are detailed enough, but they could be more vivid. Our 20-page test document (A4) printed in two minutes, 39 seconds.

As a budget A3 printer, the J6510DW is reasonable value for money, but for serious art or photo projects, you might want to look elsewhere and spend a bit more.

Ian Osborne

VULKANOPRO
POWER
STATUS

The Vulkano claims to fit a lot into its slender frame, but fails to achieve its potential.

Photography: Dave Caudrey

>> MEDIA STREAMER

Monsoon Multimedia Vulkano

£225 Can this SlingBox-like media streamer possibly live up to its promises?

While Sky enables you to watch some of its channels through Sky Player online TV service, it's not the norm to have that sort of flexibility from your home TV provider. In the connected world, this seems somewhat anachronistic, but then the SlingBox appeared to fix that problem. You connect your set-top box to it, and it streams your home TV to you anywhere in the world. The Vulkano picks up that baton and runs with it, combining the ability to broadcast your TV service with digital recording capabilities, UPnP media streaming and a YouTube app. There are free Mac and iOS apps for watching the streamed video.

An IR blaster is included, so you can control your set-top box remotely. In the US, Electronic Program Guide (EPG) functionality is included so you can see what's on every channel, but this feature doesn't work in the UK. By adding storage using the USB, eSATA or SDHC card ports, video can be recorded, too.

On paper, the Vulkano has an impressive feature list. In practice, it doesn't hold up quite so well. The problem is UK support is sketchy. We've already touched on the lack of UK EPG (though we're told it's imminent), but when you go through the lists of compatible boxes to set up using the Vulkano's remote control with your box, you'll notice only one Sky box listed, and no Virgin. In fact, the new V+ box is there, but under its official product number: the Samsung SMT-H3110. Several Humax boxes are supported, but BT Vision is absent.

> *"It combines the ability to broadcast your TV service with digital recording capabilities…"*

The video-quality streaming out from the device isn't too good from a 720p source. On a Mac over a local wireless network, the quality is reduced and stutters often. Audio and video often fell out of sync, too. Playback on iOS was good, however. The YouTube playback was a bit hit and miss. The UPnP playback worked well, but it's a hidden option that needs to be unlocked.

The Vulkano has the potential to be a contender, but it's not there yet. We'd stick with the Slingbox Pro HD.

Matthew Bolton

CONTACTS

Manufacturer: Monsoon Multimedia
www.monsoonmultimedia.com

SPECIFICATIONS

Inputs: Component video, Composite video **Outputs:** Component video, Composite video, HDMI **Storage connections:** USB, eSATA, SD card slot

PROS & CONS

- ⊕ Comprehensive feature list…
- ⊖ …but they're all flawed
- ⊖ Poor UK support
- ⊖ Fairly expensive

VERDICT

★★☆☆☆

"The idea of the Vulkano is spot on, but the execution is poor."

Words: Ian Osborne **Photography:** Neil Godwin

Standalone

Sometimes you need more than your Mac's built-in iSight. We take a look at your standalone options

All Mac notebooks, iMacs and Apple displays have a built-in iSight, FaceTime or FaceTime HD camera. Positioned directly above the screen, it's great for keeping in touch using apps such as *iChat* and *FaceTime*. But what if your monitor doesn't have an internal camera, or you want to show a wider view of yourself? Apple no longer produces the external iSight, but there are third-party webcams that work brilliantly with Macs. Here we look at five examples.

Also, to get more from your webcam, you can buy the *iGlasses* app. It gives extra controls for brightness, contrast, colour balance, orientation and more. It's due an update, but we're promised *iGlasses 3* is on the way. www.ecamm.com/mac/iglasses/

>> iSIGHT LOOKALIKE

Liquid Digital Solutions aGent V5 HD

£56 http://agent.liquiddigital.com.au

01 This full HD, 2MP webcam resembles the old Apple iSight. It comes bundled with clips and stands, and as its screw-in mounting is the same size as a standard camera's, you can also use a regular tripod. A bundled CD is full of optional apps such as *Webcam Monitor*, *CamGrabber* and *Gawker*. The webcam's design is minimal – it even lacks an LED to tell you when it's activated.

The five-layer German lens does a great job with stills and video, recording sharp, detailed images, even in poor light. Unfortunately, sound quality is poor, and we had to turn the input volume right up to use it, and then it suffered from hiss.

VERDICT

★★★★☆

"Good looks and excellent image quality, but if you want sound too, you'd better use a separate mic."

>> ALL-ROUND PERFORMANCE

Logitech HD Pro Webcam C910

Mac FORMAT Winner!

£60 www.logitech.com/en-gb

02 This one puts in a stellar performance. Colours are more natural than the aGent V5 HD, and it handles motion well. It adjusts for sub-optimal lighting conditions, though it can look a little yellow when natural and artificial light is mixed. Its sound is as good as its video, with built-in stereo mics.

Given the specifications, it's no wonder its performance is so impressive. The C910 has a Carl Zeiss lens, and takes 10MP stills. It's full HD, and you can make video calls in 720p. One-click upload to Facebook, YouTube and Twitter is also catered for. Unfortunately, its non-removable stand isn't very versatile, and it doesn't look Mac-like.

VERDICT

★★★★½

"Excellent performance, with great video and sound. We wish it had a screw-mounting, though."

01
02
03
HD 1080p
Carl Zeiss Tessar
Logitech

webcams

>> GOOD FOR AUDIO

Blue Microphones Eyeball 2.0

£35 www.bluemic.com/eyeball

03 You can tell at a glance where the Eyeball 2.0's priorities lie. Most webcams add a microphone as an afterthought, but the Eyeball 2.0 is built around its mic, with the camera positioned on a retractable arm that pops out of its spherical body. As a result, audio quality is good, capturing voices clearly without picking up background noise. Yet for all its acoustic strengths, the Eyeball 2.0's video was the worst of all the cameras on test. Despite a 1600x1200 resolution, it lacked sharpness and clarity, and video was marred by motion blur. It copes with low light well, but its overall performance is poor.

VERDICT

★★½☆☆

"Good audio, but this can't make up for the Eyeball 2.0's awful video quality. Horrible motion blur."

>> AFFORDABLE OPTION

Macally IceCam2

£17 www.macally.com

04 If you're looking for a less expensive choice that does a decent job with the minimum of fuss, then this is your cam. It's plug-and-play, with no bundled software or drivers, and its 640x480 VGA resolution is more than enough for video chat. Its monitor/desktop stand and swivel head are functional, as is its long USB cable.

Naturally, the video quality can't match the HD heavyweights. It's not as crisp, it needs to be manually focussed and there's significant motion blur when the light's poor. The sound echoes a little, and audio and video are sometimes slightly out of sync. It's not for connoisseurs, but if all you want is basic video chat, the IceCam2 puts in a robust, if workmanlike, performance.

VERDICT

★★★☆☆

"Surprisingly capable considering the price, and certainly good enough for basic video chat."

>> BLUETOOTH CONNECTIVITY

Ecamm BT-1

$178 (£110) www.ecamm.com

05 The Ecamm BT-1's selling point is Bluetooth. With no USB cable, you can place the BT-1 anywhere within 30 feet of your computer, even in another room. Its supplied telescopic tripod uses a standard camera mounting screw, and its rechargeable battery lasts around four hours. There's nothing to mount it on a monitor, but that's not its intended use.

The BT-1 offers a maximum 640x480 resolution. Its colours are muted and it lacks sharpness and clarity, though there's very little motion blur. The mic does a decent job, capturing sound without picking up background noise. It struggles to focus close in, but manages much better at longer distances. It's not yet compatible with FaceTime but we've been assured that an update is coming soon.

VERDICT

★★★½☆

"Not ideal for putting on your monitor, but great for when cables won't reach."

05
04
Blue
macally

Words: Ian Osborne and Laurence Cable

>> CARRY CASE

SuperDrive Sleeve

$25 (£15) http://sfbags.com

01 You've got a sleeve for your MacBook Air and a bag for the notebook and accessories, but what about your Apple SuperDrive?

This new case from Waterfield Designs is what you need for carrying your USB optical drive around with you. It's splashproof and cushioned with high-grade neoprene and offers a pocket at the back for a USB cord, notes or discs. This sleeve is so useful we're surprised there aren't more similar ones around. It's just the thing if you have to carry your SuperDrive and MacBook Air around with you.

VERDICT

★★★½☆

"Attractive and functional - just the thing to protect your SuperDrive in transit."

>> MOUSE BATTERY

Mobee Magic Charger

£44 www.mobeetechnology.com

02 This rechargeable battery pack replaces the AAs in your Apple Magic Mouse, and charges by induction when you place it on a special pad – just like an electric toothbrush. It claims a six-hour charge gives you six days of mouse use… and, indeed, it didn't run down sooner.

If you connect the charge pad directly to your Mac, it only charges when the machine's running or asleep, so it's best to use it with a USB mains adapter or a powered hub. And while it's sleek and tidy, the side-mounted USB connector spoils the look by sticking out a long way.

VERDICT

★★★½☆

"A luxury rather than a necessity, but flat batteries should be a thing of the past."

>> USB ADAPTER

HIS Multi-View II

£43 www.hisdigital.com

03 HIS Multi-View II connects a VGA or DVI display to your Mac through a USB 2.0 port, but its performance is limited by Apple's reluctance to release the resources needed to build the driver. It doesn't support 3D OpenGL acceleration, and is even slow when dragging a window or folder around. *iPhoto* slideshows look stodgy, and forget 3D gaming. If all you need is a second window to dump your Twitter client or app toolbars while working on your main screen, it might prove good enough, but connecting through a video-out socket is better.

VERDICT

★★½☆☆

"It's a great idea, but, at the moment, it's a little too slow to reach its full potential."

>> DECT PHONE

FRITZ!Fon MT-F

£66 www.avm.de/en

03 This cordless phone works with any DECT base station, but if you own a FRITZ!box router with DECT support, it offers a hatful of extra features. Read and reply to emails, access RSS feeds, listen to podcasts and tune in to internet radio. Stations must be added one by one, but at least you're not faced with a huge list. There's even a baby monitor.

FRITZ!Fon MT-F is a joy to use. It supports HD telephony for a clear sound, and DECT Eco to save energy. Its rechargeable battery gives 10 hours' talk time and six days standby.

VERDICT

★★★★½

"A versatile phone; the perfect companion for a DECT-capable FRITZ!Box router."

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>> WINDOWS EMULATOR

CrossOver Impersonator

£26 Emulate a Windows app in OS X. Sort of…

KEY INFO

Developer: Codeweavers
www.codeweavers.com

REQUIREMENTS

OS: OS X 10.5 or later
Processor: Intel
Disk space: 120MB

PROS & CONS

- + Run Windows apps within OS X
- + One-click install for some apps
- − Poor compatibility, glitchy
- − Boot Camp or VMware better

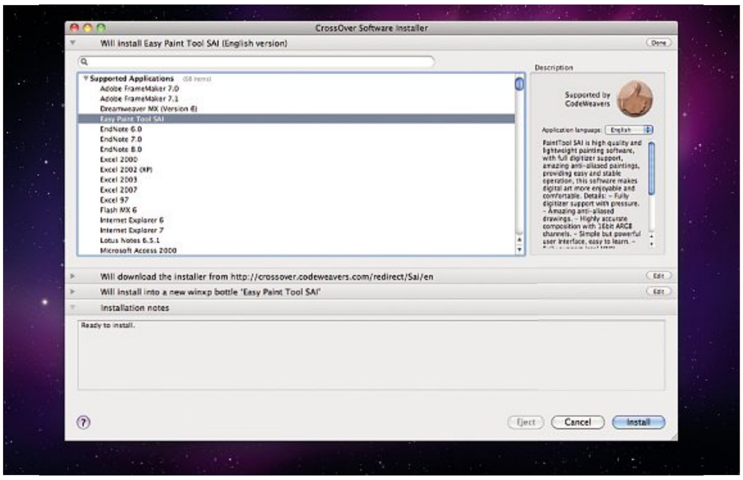
VERDICT

★★½☆☆

"CrossOver does an impression of Windows, it's just not a good one."

CrossOver has come in for a fair amount of stick over the years, and for good reason: it's basically a paid-for version of the free *Wine* – a popular Windows emulator with its roots in the Linux OS, albeit one with a clumsy interface pasted on top and a price tag which isn't reflected by the improvements it offers. In that respect nothing has really changed with this new version 10.

Sadly, *CrossOver* still isn't suitable for modern gaming, struggling with almost everything we tested. A companion product, *CrossOver Games*, claims better frame rates, which is certainly true but only because *Crossover* gives such very awful results.



Will install Easy Paint Tool SAI (English version)

Supported Applications (68 items)
Adobe FrameMaker 7.0
Adobe FrameMaker 7.1
Dreamweaver MX (Version 6)
Easy Paint Tool SAI
EndNote 6.0
EndNote 7.0
EndNote 8.0
Excel 2000
Excel 2002 (XP)
Excel 2003
Excel 2007
Excel 97
Flash MX 6
Internet Explorer 6
Internet Explorer 7
Lotus Notes 6.5.1
Microsoft Access 2000

PaintTool SAI is high quality and lightweight painting software, with full digitizer support, amazing anti-aliased paintings, providing easy and stable operation, this software makes digital art more enjoyable and comfortable. Details: – Fully digitizer support with pressure. – Amazing anti-aliased drawings. – Highly accurate composition with 16bit ARGB channels. – Simple but powerful user interface, easy to learn. –

Will download the installer from http://crossover.codeweavers.com/redirect/Sai/en

Will install into a new winxp bottle 'Easy Paint Tool SAI'

Installation notes

Ready to install.

Even Codeweavers' own list of supported apps is full of barely-working software.

To its credit, *CrossOver* does a decent job of running basic office apps, but anything even slightly system-intensive falls flat. There are just over 1,000 apps marked as 'Gold' in Codeweavers' medal-based ranking scheme for compatibility; those that aren't are almost assured to be the ones you want to use. Of course, the biggest flaw is still apparent: it's not impossible to find an old copy of Windows XP for the same price as a copy of *CrossOver*. While the logic of buying a Mac then installing Windows is flawed, the only advantage that *Crossover* offers is integration with OS X, which *Wine* does reasonably. We admire Codeweavers' philosophy, and its customer support is nothing short of brilliant, but *CrossOver* still can't quite justify its existence.

Alex Cox

>> MAC SYNCING UTILITY

SyncMate 3.0 Expert Edition

$47 (£29) Device syncing is in high demand

KEY INFO

Developer: Eltima Software
www.sync-mac.com

REQUIREMENTS

OS: OS X 10.5 or later

PROS & CONS

- + Syncs across a range of devices
- + Syncs iPhoto libraries
- + SMS management
- + Range of connection options

VERDICT

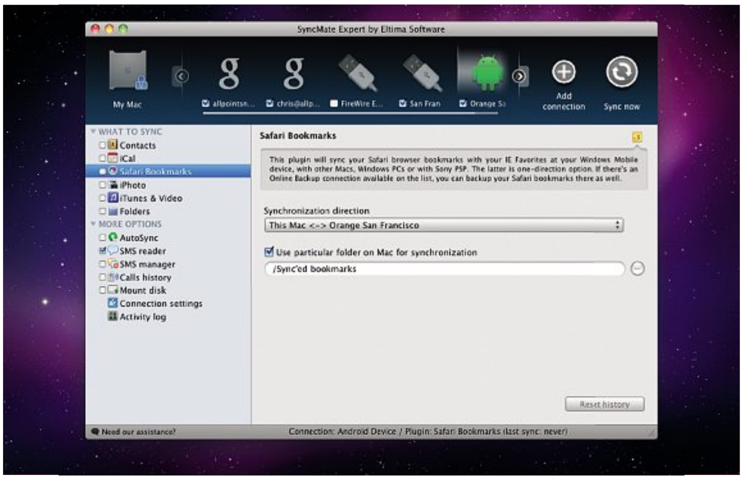
★★★★☆

"An easy-to-use and effective way of keeping all your devices in sync."

With many people now having multiple Macs and phones, keeping them in sync can be a bit of a pain. You could use MobileMe to keep some things the same across machines, but there are more flexible options available.

SyncMate 3.0 doesn't just sync phones or Macs – it can keep a whole host of devices and services singing from the same hymn sheet. As well as syncing things like *Contacts*, *Safari* Bookmarks and *Mail* Notes, it can manage *iPhoto* and *iTunes* accounts between not only Macs, but also PCs.

It's not just devices either, as you can sync services such as Google calendars and contacts too. But the big addition to *SyncMate 3.0* is Android support. Not every Mac



Safari Bookmarks

This plugin will sync your Safari browser bookmarks with your IE Favorites at your Windows Mobile device, with other Macs, Windows PCs or with Sony PSP. The latter is one-direction option. If there's an Online Backup connection available on the list, you can backup your Safari bookmarks there as well.

Synchronization direction: This Mac <-> Orange San Francisco

☑ Use particular folder on Mac for synchronization: /Sync'ed bookmarks

Connection: Android Device / Plugin: Safari Bookmarks (last sync: never)

Adding a device is simple, click on what you want to link and follow the instructions.

owner has an iPhone and the Android system is a perfectly good platform. However, for obvious reasons Apple doesn't make it simple to keep your Android phone in sync with your Mac.

This app is the answer: just plug your device in, wait for *SyncMate* to recognise it and choose what to sync between the two. If you're an Android user looking for a simple method of letting your phone and Mac play nice together, *SyncMate* really helps. You can sync over plain old USB or use Wi-Fi or Bluetooth connections.

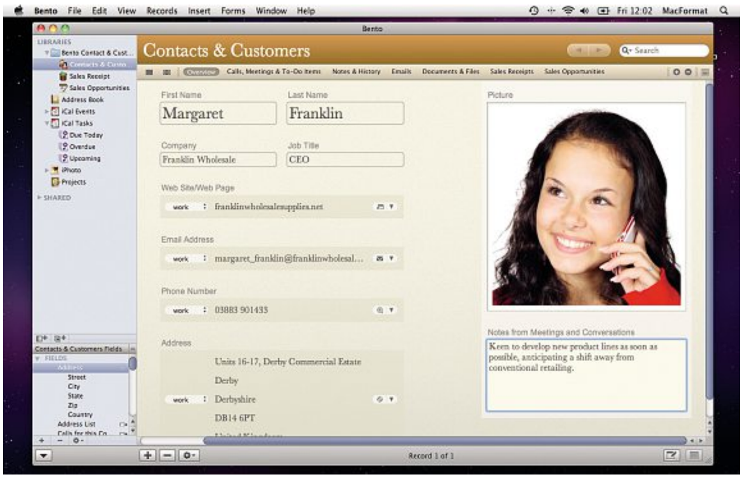
As well as the paid-for version there's a free edition that allows you to get an idea of what it can do. If you have an Android device or lots of different Macs and PCs that you'd like to keep in sync then this is an excellent tool to help you.

Christopher Brennan

>> PERSONAL DATABASE

FileMaker Bento 4

£30 Bento 4 still costs just £30, yet it's even smarter and more useful than its predecessor


Bento File Edit View Records Insert Forms Window Help
Fri 12:02 MacFormat
Bento
LIBRARIES
Bento Contact & Cust...
Contacts & Custo...
Sales Receipt
Sales Opportunities
Address Book
iCal Events
iCal Tasks
Due Today
Overdue
Upcoming
iPhoto
Projects
SHARED
Contacts & Customers
Search
Overview
Calls, Meetings & To-Do items
Notes & History
Emails
Documents & Files
Sales Receipts
Sales Opportunities
Picture
Contacts & Customers Fields
FIELDS
Address
Street
City
State
Zip
Country
Address List
Record 1 of 1

First Name: Margaret
Last Name: Franklin
Company: Franklin Wholesale
Job Title: CEO
Web Site/Web Page: work franklinwholesalesupplies.net
Email Address: work margaret_franklin@franklinwholesal...
Phone Number: work 03883 901433
Address: Units 16-17, Derby Commercial Estate
Derby
work Derbyshire
DB14 6PT
Notes from Meetings and Conversations: Keen to develop new product lines as soon as possible, anticipating a shift away from conventional retailing.

This sophisticated contact management template is free on the Bento template exchange.

Databases can quickly get technical. You end up juggling lists, queries, forms and tables, and before you know it you've turned into a part-time software developer, when all you wanted was to store information.

Bento turns all this on its head. It comes from *FileMaker*, which also makes the fearsomely powerful *FileMaker Pro* database tool, but whereas *FileMaker Pro* can do anything at all, provided you can figure out how to do it, *Bento* is stripped-down simplicity, a database tool aimed at the app generation.

All the regular database fixtures are there, but working subtly in the background. You can create lots of different databases for different jobs, such as to-do lists, personal inventories or exercise plans. And if you can't find a ready-made template from those supplied, you can go on *FileMaker's* Template Exchange and download hundreds more. And instead of storing your databases as separate files within the *Finder*, *Bento* calls them 'Libraries' and displays them all in its source bar.

> *"Instead of storing databases as separate files within the Finder, Bento calls them 'Libraries' and displays them in its source bar"*

Each Library is built like a conventional database, out of records and fields. You can view your records as a table, using a form view or as a grid, which displays thumbnail images of each record. You can create different form views, depending on how you want to display or print your data, and this is one of the big improvements in *Bento 4* – there's more flexibility in the printing options, so you can print neat-looking label runs for mail-outs, say, or much more professional-looking invoice forms without messy-looking field labels.

List view is where you sort, search and analyse your data. You can save your searches as Smart Collections in the source bar, or create regular Collections and add records manually.

You get all the field types you'd expect from a regular database too, including dates, numbers, text and calculations, and one you might not, called 'Simple List'. This displays a spreadsheet-style grid within the field, and is ideal for lists of items that don't deserve whole fields to themselves. In *Bento 4*, this has been enhanced so that you can add a total row to the bottom, too.

Bento also does relational links, after a fashion, but this is where the heavyweight hands-on approach of bigger brother *FileMaker Pro* could prove a better long-term solution. Although many of *Bento's* templates are designed for business use, they're very much at the lightweight end of the market – ideal for individuals and small workgroups, but a long way from the bespoke applications that bigger companies are likely to need.

And although *Bento* has *Address Book*, *iCal* Tasks and Events Libraries and can even display your *iPhoto* library contents, there's an uneasy crossover in that it's a slightly messier way of managing data that the standard Mac OS X apps manage perfectly well – though it does enable you to combine this data with your own fields and Libraries.

In the end, *Bento* is still a database tool. It's fine for data that conforms to a specific format each time, and which you need to search, categorise, summarise and analyse, but for more freeform data storage of random text, web pages or images, the tag-based structure of a data manager like *Yojimbo* is going to work better.

Bento can feel like an old concept trying too hard to be new, but what it does, it does brilliantly. It's the database tool for people who don't like databases, making them as simple to use as they are ever likely to get.

Rod Lawton

KEY INFO

Developer: FileMaker
www.filemaker.co.uk

REQUIREMENTS

OS: OS X 10.5.7 or later **Processor:** Intel, PowerPC G5 or G4 867MHz **RAM:** 512MB (1GB recommended)

PROS & CONS

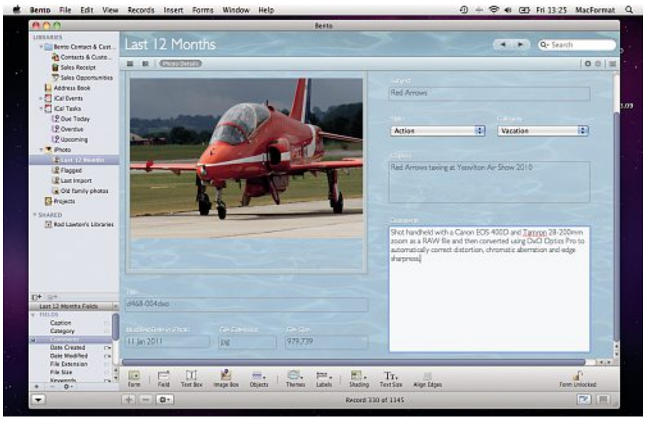
- ⊕ Many ready-to-use templates
- ⊕ Hands-on design features
- ⊕ Printing improvements
- ⊕ Simple List fields display totals
- ⊖ Some integration unconvincing
- ⊖ Structure not suited to all tasks

VERDICT

★★★★☆

"Bento is an old-fashioned database at heart, but it's simple, effective and surprisingly versatile."

Browse your Address Book, iCal and iPhoto libraries, adding custom fields to suit your needs.


Bento File Edit View Records Insert Forms Window Help
Fri 13:25 MacFormat
Bento
LIBRARIES
Bento Contact & Cust...
Contacts & Custo...
Sales Receipt
Sales Opportunities
Address Book
iCal Events
iCal Tasks
Due Today
Overdue
Upcoming
iPhoto
Last 12 Months
Flagged
Last Import
Old family photos
Projects
SHARED
Rod Lawton's Libraries
Last 12 Months
Search
Photo Details
Last 12 Months Fields
FIELDS
Caption
Category
Comments
Date Created
Date Modified
File Extension
File Size
Keywords
Form
Field
Text Box
Image Box
Objects
Themes
Labels
Shading
Text Size
Align Edges
Form Unlocked
Record 330 of 1145

Red Arrows
Action
Vacation
Red Arrows taxiing at Yeovilton Air Show 2010
Shot handheld with a Canon EOS 400D and Tamron 28-200mm zoom as a RAW file and then converted using DxO Optics Pro to automatically correct distortion, chromatic aberration and edge sharpness
d468-004dxo
11 Jan 2011
jpg
979,739

>> LAYOUT/PUBLISHING APP

QuarkXPress 9

£935 (£335 upgrade) QuarkXPress returns with some interesting new digital publishing tools

KEY INFO

Developer: Quark
www.quark.com

REQUIREMENTS

OS: OS X 10.5.8 or later
Processor: Intel **RAM:** 2GB
Disk space: 2GB

PROS & CONS

- ⊕ Slick, fast and powerful
- ⊕ ShapeMaker is fun and useful
- ⊖ App Studio not ready for release
- ⊖ Still behind InDesign in features

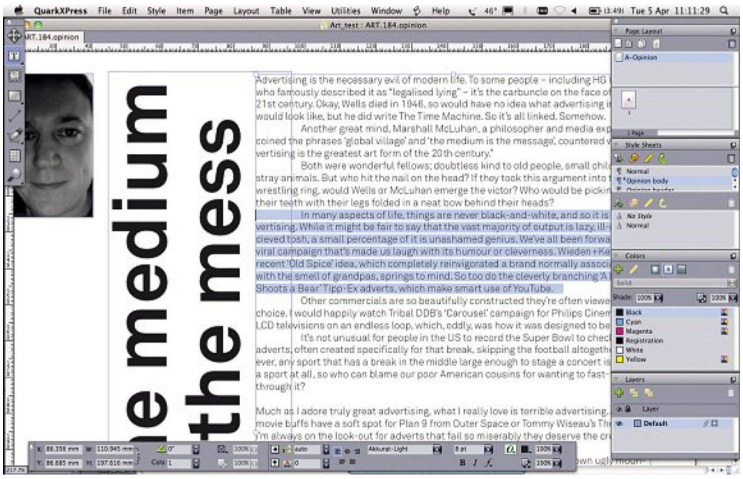
VERDICT

★★★★☆

"Offers some interesting publishing tools, but is there enough to tempt InDesign-ers away? No."

QuarkXPress had its time at the very top of the publishing tree. It led the DTP revolution in the late 80s and continued to dominate the professional publishing space until – most would say – Adobe released *Creative Suite* in 2002. Then the creative world suddenly got a tool called *InDesign* bundled with their copies of *Photoshop* and *Illustrator*. While this isn't the place for an *XPress/InDesign* debate, Adobe's tool has been widely adopted by mainstream publishers, leaving *XPress* in a somewhat tricky situation. But recent releases of *XPress* have redressed the balance in terms of features, even if it is perhaps a little too late to win back the *CS*-converted.

So, what can *XPress 9* do for publishers? The biggest addition is certainly App Studio for *QuarkXPress*, enabling you to create iPad e-zines and other apps. It also has a Mobile App Interactivity palette enabling you to add slideshows, buttons, sound and HTML to your *XPress* docs. It uses the online App Studio portal to publish and manage your app (though you'll require the Apple dev account and Quark's issue management service, which will cost extra). But unfortunately, the App Studio doesn't arrive until 90 days after *XPress 9* ships, so as yet we haven't been able to test it at all.



The powerful XPress 9 interface ensures tools never get in the way of what you're doing.

Still, this is obviously a huge step forward for *Quark*, and its digital intent is further solidified by support for Blio eBooks. Essentially, you can export your *QXPress* project directly to an XPS file. The tool is simple to use, with the Blio Interactivity dialog being accessed through the Digital Publishing ⌘-click menu. But does anyone actually use Blio? Certainly not on the Mac, as it's currently only available for Windows; we await a Mac release. You can also export to ePUB, using the Reflow view to assemble and preview a reflowable version of your layout. And of course there's all the web stuff from version 8. These tools certainly aren't second-nature to traditional print designers, but are easy to get to grips with.

> *"So simple yet so intuitive, with real pulling power for those without Adobe Illustrator, ShapeMaker lives up to its name"*

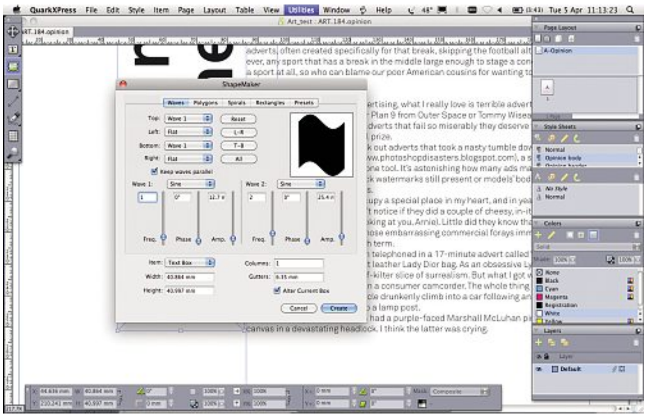
Conditional Styles enable you to intelligently combine several rules in one style (such as making the first word in a paragraph italic and the next three words bold and a different font, for instance). It's essentially Nested Styles, as seen in *InDesign*. It's a more than welcome catch-up and the palette is nice and simple to use. Bullet and numbering styles go a long way to speeding up layout jobs. Callouts are also new, enabling you to anchor boxes and groups to a particular point in your text.

And now for a feature we really love – ShapeMaker. So simple yet so intuitive, with real pulling power for those without *Illustrator*, ShapeMaker lives up to its name, enabling you to create complex shapes with a unique slider-based interface. Wavy shapes, polygons, spirals and rounded rectangles can be created with ease, but the fun part is experimenting with the tools. Similarly, Cloner (enabling you to copy selected items to the same place on different pages or projects) and Linkster (to quickly link and unlink text boxes without overmatter) are very smart additions.

XPress 9 retains its easy-to-use interface and project-based workflow. It's intelligent, fast on low-spec Macs, and a powerful publishing tool for all mediums. But it's still suffering the effects of Adobe's market dominance, so it's going to take a lot more than a great release to pull things back. But for *XPress* fans, this is a remarkably good version – and if the App Studio impresses, it's verging on superb.

Rob Carney

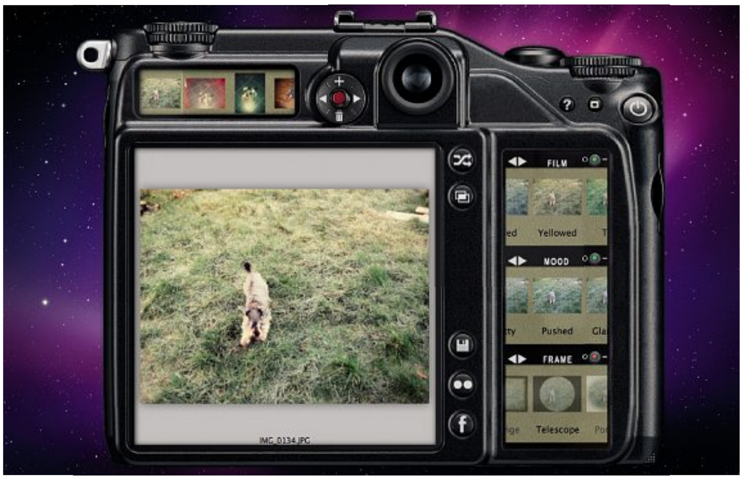
The ShapeMaker is a fun and useful addition to XPress 9, making it easy to create shapes or tweak boxes.



>> RETRO CAMERA EFFECTS

Wingnut Lo-Fi 1.1.0

$29 (£18) Go back in time with your photos



Gladly, Lo-Fi gets a full set of marks for differentiation, but, sadly, no marks for usability.

KEY INFO

Developer: Wingnut, LLC
http://lofiapp.com

REQUIREMENTS

OS: OS X 10.5+

PROS & CONS

- ⊕ Some nice retro effects
- ⊕ Decent output options
- ⊖ Interface gets in the way
- ⊖ No parameter editing

VERDICT

★★☆☆☆

"Lo-Fi's gimmick – the interface – also serves as the app's undoing."

The huge success of iPhone apps such as *Hipstamatic* shows that retro is 'in' when it comes to photography. People can't get enough of making their snaps look like they've just stepped out of the 70s, or been taken with a Lomo camera held together by sticky tape rather than, say, a rather expensive iPhone 4. *Lo-Fi* brings photographic effects like these to your Mac, although it also makes the unwise decision to bring an iOS-like interface with them.

Lo-Fi appears on your screen as a virtual camera. You drag one or more images to it, which appear in the camera roll, and you can then drag 'film', 'mood' and 'frame' strips at the side of the camera, which update your image accordingly. Each of the three categories can be disabled at will, and there's also a shuffle button, which randomises the current setup for fun. When you're done, you can save your image or upload it to Flickr or Facebook.

The images *Lo-Fi* outputs are generally pretty good, adding character and texture to bland snaps (although the frames are poor and should be avoided). However, we didn't enjoy using the app much. The interface is clunky and fiddly, wasting space with a fake camera graphic that would be better put to use showing your image and the various effects. It's also too expensive compared to the competition: *CameraBag Desktop* is $10 cheaper and more usable, and *PhotoStyler* is about the same price, but has a sleeker interface and also enables you to change the settings of many of its available effects. As such, we can't help but recommend one of those instead.

Craig Grannell

>> CALENDAR AGGREGATOR

CalendarBar 1.0

£1.19 View events from your menu bar

URL: http://cleancutcode.com/calendarbar

It's common for people's calendar events to be spread across various systems. Because of this, it's easy to forget an important date if you don't routinely check all your sources. *CalendarBar* is a sleek solution if you use one or more of *iCal*, Google Calendar or Facebook.

The app sits in the menu bar and on clicking it you get a fixed-height list that shows the next 15 or so events (grouped into days), although it can be scrolled to show more. The list is very nicely presented, making the original sources clear, and clicking an event loads it in *iCal* or the browser. You get just enough preferences to tweak the app to your liking – you can amend how often it syncs, how far in advance events are shown, and toggle the calendars for multi-calendar services. But Facebook events must be RSVPed to in order to be displayed, tasks aren't supported (although that's in the works), *Outlook* users are out of luck, and there's no system-wide show/hide of the menu. Still, these are minor niggles that barely affect our opinion of this otherwise first-rate calendar app.

Craig Grannell

VERDICT

★★★★½

"A great at-a-glance events app for iCal, Facebook and Google Calendar users."

>> FOLDER ICON CUSTOMISATION

Telling Folders 1.3

£1.19 Create custom folders with ease

URL: http://omz-software.com

Icons have always been an important part of Mac OS, providing you with a quick means of identifying an app or document. Mac OS has also always enabled you to customise icons as well, which is especially useful with folders. It enables you to replace the generic icon with one of your choosing, making certain folders easier to spot.

While you can use *Finder* to replace a folder's default icon with something else, *Telling Folders* is for those of us who want a tidier Mac. Launch the app, drag an image file to it, and you can choose to apply it to a folder as-is or in the embossed style Apple uses for the likes of the Applications and Documents folders. Drag a folder to the app and its icon is updated.

Telling Folders is simple to use – a bit too simple, since there are no editing features whatsoever (although the author says manual resizing is coming soon), meaning you need to prepare images a little before applying them. But given its low price, it would be churlish to complain too much, especially since the folder icons it outputs work well, even if they're a bit light.

Craig Grannell

VERDICT

★★★½☆

"An idiot-proof folder icon customisation tool, but more control would be nice."

>>MOBA

Crasher

£12 Take to the desert for an online automotive clash… and hopefully pick up some players on the way

KEY INFO

Developer: Punchers Impact
www.steampowered.com

REQUIREMENTS

OS: OS X 10.6.3 or later **Processor:** Intel Mac 2GHz **RAM:** 3GB **Video:** 512MB VRAM **Disk space:** 2GB **Other:** Internet connection

PROS & CONS

- ⊕ A fun concept
- ⊕ Loads of cars and weapons
- ⊕ Striking visuals
- ⊕ Interesting maps
- ⊖ Disappointing combat
- ⊖ Very few players

VERDICT

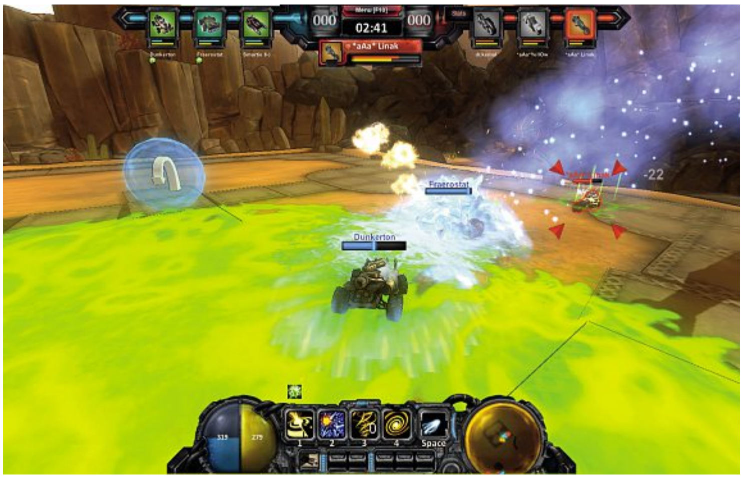
★★★☆☆

"With a few tweaks and more players, this could be a laugh. At the moment, the results are merely mildly diverting."

You might have glanced the word MOBA at the top-left of this page and wondered what it means, you're not alone. It stands for Multiplayer Online Battle Arena, and in the case of *Crasher* this means it's a bundle of multiplayer maps over which players can wage pitched battles using a bunch of tooled up combat vehicles. No time-consuming adventuring or grinding to be done here, just high-speed mayhem and destruction.

There are initially 15 vehicles to choose from that are distributed among six categories. This being a squad-based affair you can, at the point of joining a new game, decide which roles you're going to take.

In the defensive category you have Tank units and Defenders. A typical Tank, the Titan, has four rather natty weapons at its disposal. It can attach devices to enemies that sap their energy, set off bombs to repel other vehicles, establish a shield around itself or use a freeze attack to slow down enemies. On the other hand, The Avalanche, a Defender vehicle, can increase its size and weight to give it the advantage or set off a powerful sonic attack that sweeps away enemies in its path.



It's possibly best to avoid driving through anything that's as green and brightly glowing as this.

There are two types of offensive unit. Melee Destructors are suited to close combat and are equipped with weapons such as the Firestorm's Punchers Impact, which transforms the vehicle into a meteor that pounds nearby enemies; or the Fiery Spinning Top, another close-combat weapon that probably requires no explanation as to its workings. Players who opt for Range Destructor status will find themselves equipped with a number of useful long-distance firearms that they can deploy from the periphery of the action. And finally there are the repairers and builders, the former of which can act as a medic to damaged vehicles and steal energy from enemies, while the latter has a range of traps and tricks at their disposal.

It's this thought-out balance of vehicle types and weaponry that makes *Crasher* such an interesting prospect. That, and the fact that players can opt to either go all out for last-team-standing encounters or more tactical territorial objectives.

In addition, *Crasher* looks lovely. It's highly reminiscent of *Borderlands*, with bleak desert environments and cel-shaded visuals. A fairly punchy graphics card is required for the highest settings if you want to avoid the frame rate dropping to unbearably jerky levels, but even on the lower settings the game is striking to look at. All of this, on paper, would suggest a game of quite substantial appeal. This would be true but for a few significant flaws. First, we have an issue with the control system. It uses the standard setup of separate movement and camera control, a system that's entirely logical in an adventure game but seems oddly clunky when driving.

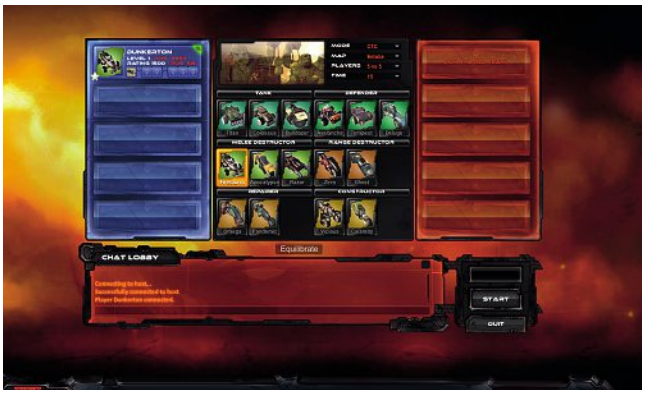
> *"The Titan has four natty weapons at its disposal. It can sap energy, set off bombs, establish a shield or use a freeze attack"*

Also, the combat is slightly chaotic and unsatisfying. It often feels your attacks are hitting the mark more through luck than good judgement – there's little sense of cause and effect, more just a mess of pounding, crunching and exploding.

Most disappointing is the lack of players currently participating. You'll always find a game, but it's not just the landscape that's eerily desolate in *Crasher*, the servers often have tumbleweed rolling through them too.

It's not a complete washout though. This is a game that can still provide entertainment, and if nothing else it's an interesting experiment. All it needs is one or two intelligent updates and an influx of new players and it'll be a battle well worth joining.

Andy Dyer



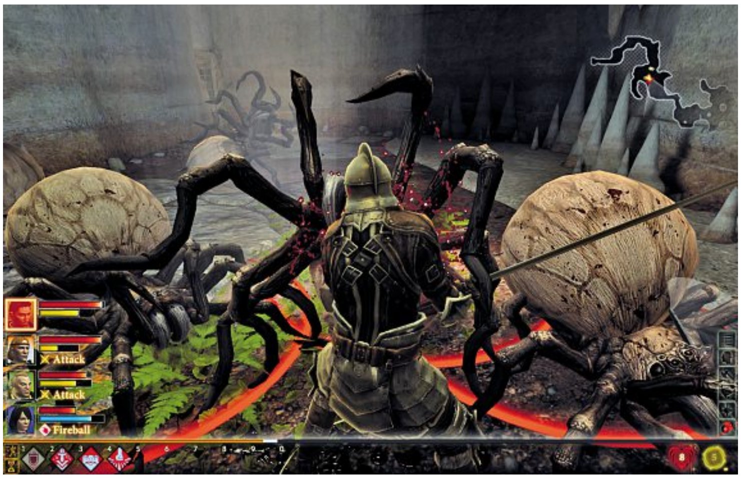
Decide on your role within the squad, which vehicle you want… and then hope someone else turns up.

ACTION RPG

Dragon Age II

Mac FORMAT Choice ★★★★★

£35 Bioware's epic action RPG continues in this stunning and impressively retooled sequel



You can just hack away yourself, or adjust the tactics of each party member. Fun!

This sequel to Bioware's stunning RPG *Dragon Age Origins* is an absolute corker. Criticisms have been levelled at *Dragon Age II* for the developers' seeming attempts to dumb down the gameplay or make it more console-friendly. But this entirely misses the fact that, certainly in its desktop form, *DAII* has a scaled system of difficulty and complexity that opens it up to a broad audience of gamers. This is, frankly, a good thing.

Dragon Age II's story begins directly after that of *Origins* finishes and centres on the life of Hawke, the champion of Kirkwall. The tale, this time around, is told in flashbacks – sometimes unreliably – by a dwarven character called Varric who claims to have been a companion of Hawke's. This system of flashbacks serves a number of useful purposes. First of all it makes for a cracking story, richly detailed and cinematic in its scope. Second, it allows new players to familiarise themselves with the already complex and layered *Dragon Age* saga. And, in addition, if you've already played *Origins*, you can, when prompted, import a saved game, which then has an influence on subsequent events.

> *"It has a scaled system of difficulty and complexity that opens it up to a broad audience of gamers. This is a good thing"*

The game itself plays out as before and in line with existing RPG conventions, inasmuch as you and your party talk to key figures, obtain objectives, head off to do their bidding and so on. As well as quests that are pertinent to the main storyline, there are plenty of side quests too, but it's true to say that this is a more linear game than its predecessor, with events heavily choreographed and your movements generally corralled in the direction of the story. This could be seen as restrictive and something of a step backward, but it makes for a more coherent experience with plot and gameplay more tightly enmeshed. We prefer it; some of you won't.

Graphically, *DAII* is hard to fault. Everything looks more detailed, the character models are stunning, and the environments even more so. The variety in scenery is possibly the most impressive aspect, with every location looking different. A combination of level design and the inclusion of visual landmarks helps to ensure that you rarely get that sense of déjà vu you often experience in other adventures, with a more limited graphical and textural palette.

The combat system has also had a bit of a makeover – though not as radical as some would have you believe. You can control your main character, hacking and slashing away at enemies while the rest of your party automatically provide backup. And you'll get quite far doing so. But you'll also need to assign more complex tactical orders to your band of battlers if you're going to fully appreciate the combat and indeed prevail to the game's conclusion.

The complexities of the combat become more apparent if you take advantage of the game's scaled difficulty settings. On casual and normal settings the adventure is relatively easy. But opt for Hard or Nightmare and suddenly it's crucial to use tactical nous, spells and abilities in order to succeed. Indeed, on the hardest setting even accurate targeting is required, so you have to be aware not only of the enemy you're attacking, but also the ally you don't want to inadvertently slap.

Dragon Age II is a must-have. There will be those who are not so keen on the changes that have been implemented, and others who are, but wherever you stand, *DAII* remains a triple-A release.

Andy Dyer

KEY INFO

Developer: Bioware
www.ea.com

REQUIREMENTS

OS: OS X 10.6.6 Snow Leopard or greater **Processor:** 1.86GHz Intel Core 2 Duo or greater **RAM:** 2GB **Disk space:** 9GB **Video:** ATI HD2600, NVIDIA 9400 or better with at least 256MB VRAM

PROS & CONS

- ⊕ Incredibly rich story
- ⊕ Beautiful environments
- ⊕ Enjoyable combat
- ⊕ Graded difficulty
- ⊕ More accessible
- ⊖ Too eager to please?

VERDICT

★★★★★

"Every bit as great as the original, with intelligently implemented features that will bring its charms to even more people."

That'll be a dragon, then. But this one has just done you a huge favour.

>> RACING

Asphalt 6: Adrenaline

£3.99 Join in with the burnout on Mac

KEY INFO

Developer: Gameloft
www.gameloft.com

REQUIREMENTS

OS: OS X 10.6.6 or later
Disk space: 620MB

PROS & CONS

- ⊕ Loads of challenge types
- ⊕ Loads of cars and bikes
- ⊖ Needs a visual boost
- ⊖ Limited multiplayer

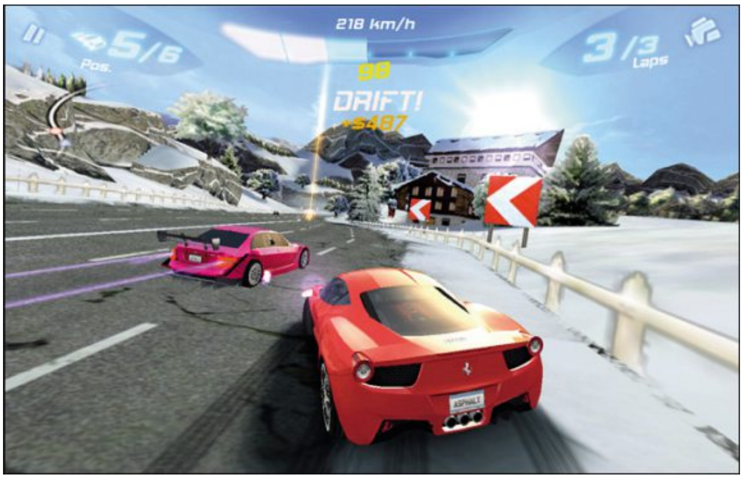
VERDICT

★★★★☆

"A smart approximation of EA's Burnout franchise. Needs polish though."

For the uninitiated, this is a racing game with all the constraints of real-world racing brushed aside, leaving participants free to drive at ludicrous speeds, through populated urban areas.

The career mode features 11 leagues, each increasing in difficulty and each featuring five races. These races fall into a number of different categories. There are straight races in which the top three qualify. There are Beat 'Em All stages and Elimination rounds in which you have to either stay out of the bottom three before the timer runs out or even smash opponents into walls, barriers and other cars. There are also challenges that see you trying to pull off long tailslides in order to qualify.



Drifting (sliding sideways) is very much encouraged in this game.

Success in each stage is rewarded with vehicles, modifications and courses being unlocked. Also, each stage features secondary objectives so there's reason to dip back in and keep improving your performance.

It's thrilling, fast-paced stuff and hard to fault at the price. The only caveat is if you're expecting a full-on console experience, you might be a disappointed. Graphically, the game's mobile roots are apparent. It looks good, runs smoothly and so on, but it's not really doing much that pushes a dedicated graphics card. Also the handling of the cars, while light and arcadey, is not as sophisticated as that found in the *Burnout* games.

Asphalt 6 delivers a surprisingly generous portion of reckless road racing for the asking price.

Andy Dyer

>> SHOOT-'EM-UP

Irukandji

59p Worth more than the sum of its parts

KEY INFO

Developer: Richard Knight
www.charliesgames.com

REQUIREMENTS

OS: OS X 10.5 or later
Disk space: 14MB

PROS & CONS

- ⊕ Beautiful to look at
- ⊕ Multiple ships
- ⊖ Enemies don't change
- ⊖ Only one level

VERDICT

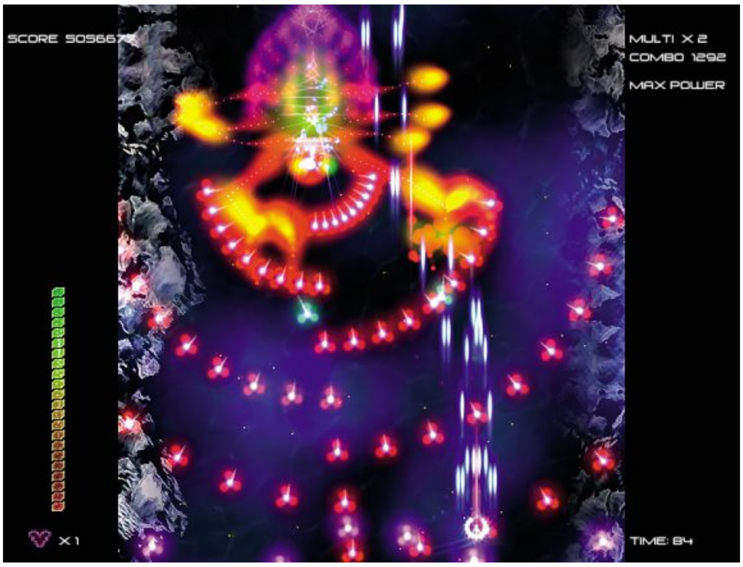
★★★★☆

"A one-level wonder that's a little repetitive but hypnotic and addictive."

The aim here is not completion (there's only one level and one boss) but to attain as high a score as you can and see if you can match other players whose scores are posted online.

The single level is made up of several waves of enemies, all with a sub-aquatic theme followed by a boss, all of which fill the screen with firepower of various types and configurations. It's up to you to dodge these projectiles of death and clear the screen to maximise your score.

As you wipe out enemies, power-ups are left floating around that can enhance your primary, secondary and special weapons. Once you're tooled up any additional collectibles take the form of points multipliers, so you have to decide how gung-ho you want to be in collecting all of these.



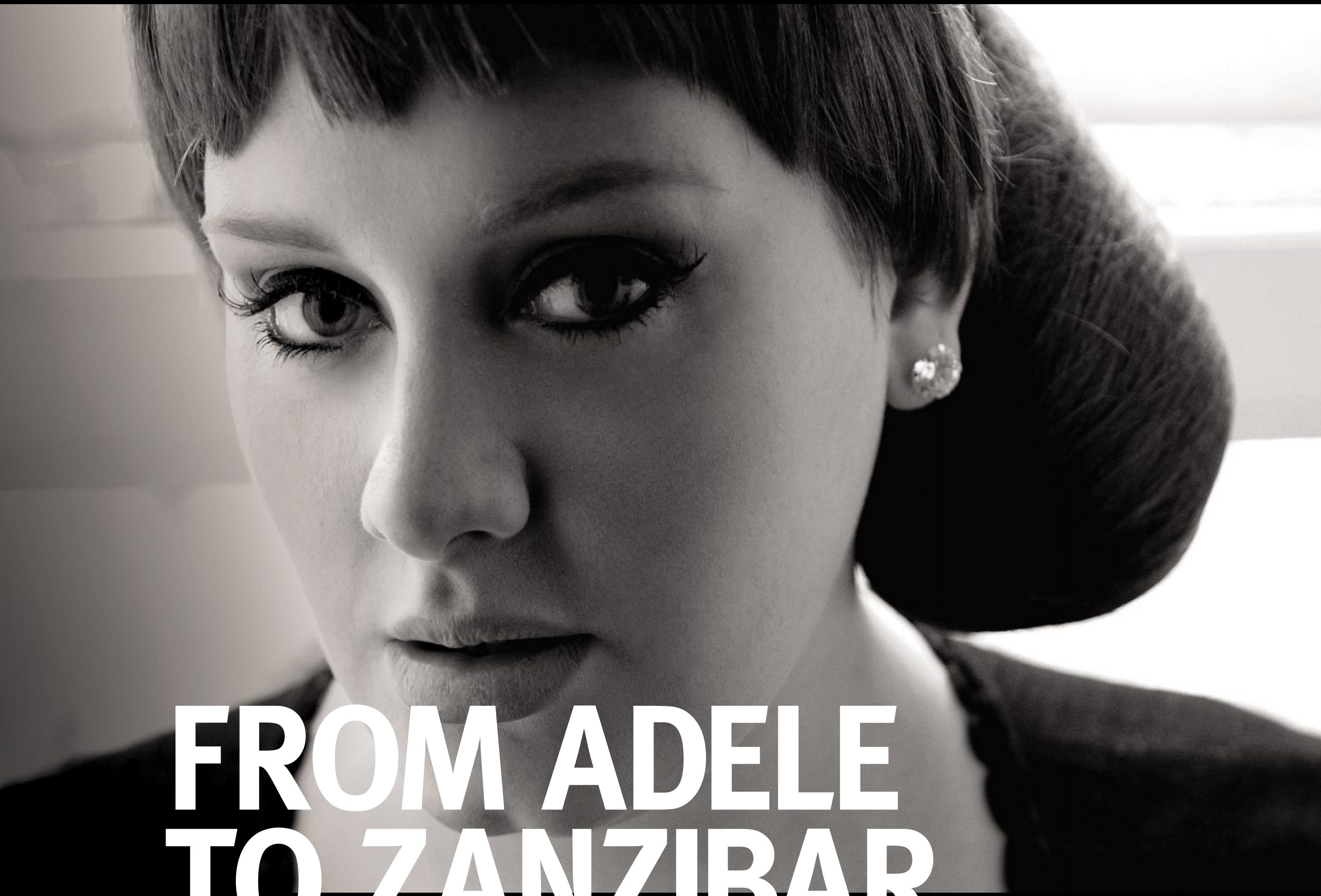
Here's the boss man. Defeat this nippy blighter and you'll unlock a new ship.

After completing the level and defeating the boss, that's it, game over. But each time the boss is defeated a new type of ship with different weapons is unlocked. In this way you play through the same level, but each time with a different ship and the need for a different approach. Playing the same level can become too familiar, but this is offset by the variety of ships.

Irukandji looks so pretty, it's worth playing just to give your eyes a treat. But, if you don't like merely hunting down high scores then steer clear.

Andy Dyer

emusic



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>>VECTOR ILLUSTRATOR

InkPad

Mac FORMAT Choice ★★★★★

£2.99 Create pro-quality vector illustrations

KEY INFO

Developer: Steve Sprang
www.taptrix.com
Works with: iPad

PROS & CONS

- ⊕ Pro-level functionality
- ⊕ Amazing price
- ⊖ Tricky for novices
- ⊖ Missing advanced features

VERDICT

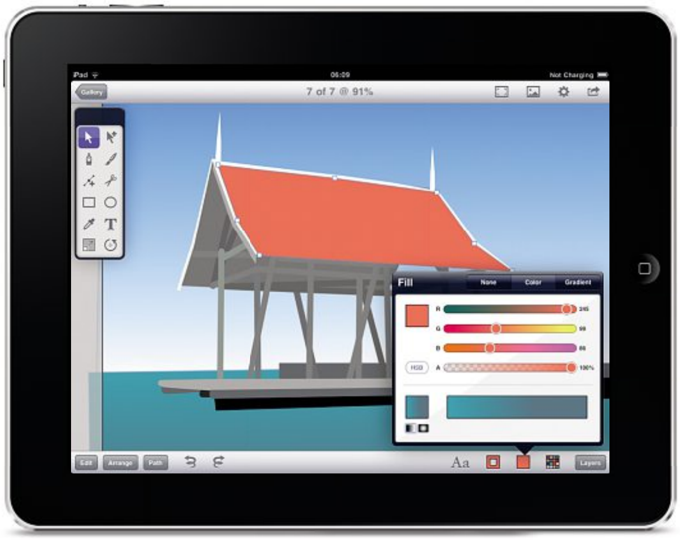
★★★★★

"An absolute must-have for creative iPad users."

From the team who brought you *Brushes*, comes this fantastic vector illustration app for the iPad. Vector images are made using shapes and lines to create paths, rather than colouring in pixels, and so are perfect for technical illustrations and logos as they can be scaled without losing quality.

Inkpad shares many functions with apps such as *Adobe Illustrator*, and its path creation and manipulation tools will be familiar to Adobe CS users. Working with paths and anchor points can be tricky for novices, but with *Inkpad*'s easy-to-use tools and a bit of practice you can get drawing quickly.

For more experienced users, *Inkpad* is incredibly intuitive – especially using a stylus – and makes you feel like you're more hands-on with your artwork.



InkPad offers basic features that enable you to create quality vector illustrations in iOS.

Advanced tools such as merging and slicing paths, editable gradients for colouring shapes, and multiple layers means creating complex images is surprisingly easy. Files can be exported as JPEG, PNG, PDF or SVG, so work can be continued on your Mac. But *Inkpad* lacks more precise functions. For example, there's no measuring tool or info palette for working out exact dimensions and the text editing options are limited by the iPad's incompatibility with non-Apple fonts.

Still, at just £2.99 *Inkpad* is a bargain and essential for any creative iPad user.

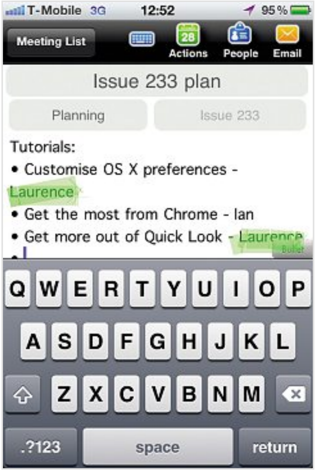
Alex Thomas

>>MEETING ORGANISER

My Meetings

59p All-in-one notes, to-dos and more

Developer: Mr Morton **Version:** 1.2 **Works with:** iPhone, iPod touch



Issue 233 plan

Planning

Issue 233

Tutorials:
- Customise OS X preferences - Laurence
- Get the most from Chrome - Ian
- Get more out of Quick Look - Laurence

There are plenty of apps to make notes and manage to-dos from meetings, but *My Meetings* puts the whole lot together in one place on your iPhone so you've always got it with you. Create a meeting, note who's there, take minutes, turn them into actions, record audio and more. The iPad version, *Meeting Pad*, has been out for a while, but there's no integration or syncing between the two (though this is due in future updates).

You can bring in images, draw freehand and highlight your notes. The tidy email it creates of minutes is good too. But there's so much functionality here that it can be overwhelming. Still, if you're prepared to work through the lengthy Getting Started guide, you'll be able to put the app to good use.

Laurence Cable

VERDICT

★★★☆☆

"Familiarise yourself with this app's extensive functionality and it could be a vital tool."

>>PHOTO EDITOR

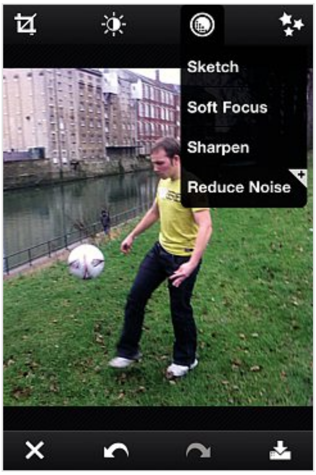
Adobe Photoshop Express

£FREE Edit and share your photos with ease

Developer: Adobe **Works with:** iPhone, iPad (iOS 4.2 or later)

Photoshop Express is a basic photo editor for your iPhone and occupies the gap that Apple has yet to fill with *iPhoto* for iPhone. As well as being able to edit and share your iPhone images online, this latest version introduces a new rapid capture function that gives your camera a burst mode for taking multiple shots in quick succession. For more tools you can download the Adobe Camera Pack as a £2.39 in-app purchase, which gives you a great noise filter, a camera self-timer and an auto-review option. However, editing your photos on a small screen can be fiddly and imprecise, so this can't be seen as a true alternative to editing images on your Mac.

Alex Thomas



VERDICT

★★★☆☆

"Great for editing and sharing photos on the go, but not a realistic alternative to iPhoto."

>> RECORDING STUDIO AND AUDIO APP

GarageBand for iPad 1.0

£2.99 Apple's famous recording studio makes the leap to the iPad's touchscreen

KEY INFO

Developer: Apple
www.apple.com/uk

REQUIREMENTS

Works with: iPad **Requires:** iOS 4.2 or later **Size:** 369MB

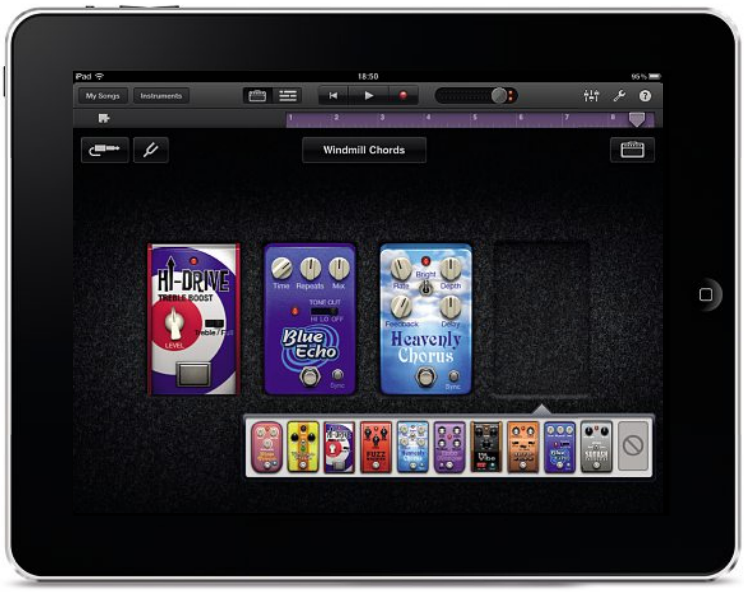
PROS & CONS

- ⊕ Touch-based instruments are fun
- ⊕ Decent selection of instruments
- ⊕ Great guitar amps and effects
- ⊕ Extremely affordable
- ⊖ Limited track view and editing
- ⊖ Performance issues on iPad 1

VERDICT

★★★★☆

"A more than promising version one, with some shortcomings but plenty of quality and potential."



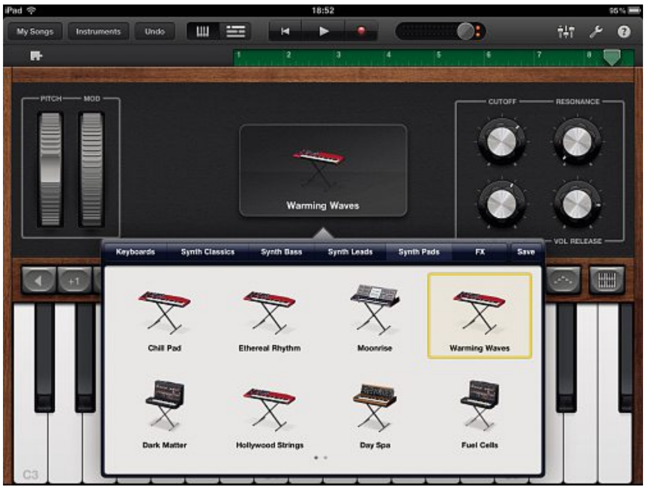
GarageBand mirrors the desktop version with stomp-box and amp setups - great for guitarists.

GarageBand for iPad is a recording studio that attempts to merge aspects of its Mac-based cousin with an intuitive touch-based iOS interface. For the beginner, *GarageBand* is a lot of fun. Anyone lacking musical ability can leap right to the selection of 'smart' instruments, which do all the hard work for you. You create drum parts by dragging drums to a grid, and it will auto-strum or finger-pick simple guitar chords and play arpeggios on a keyboard for you. All you need to do is tap the name of the chord. Up to eight tracks can be added using the track editor, and individual tracks can have effects applied and volume and panning adjusted. You can also augment your smart instruments with a (slightly limited) range of built-in loops.

> *"Anyone lacking musical ability can leap right to 'smart' instruments which do all the hard work for you. You just tap the chord name"*

To take things further, you must work with some form of more manual input, and it's here that *GarageBand* is a bit hit and miss. The drums are poor - the on-screen kits are perfectly 'hittable' but you only get six; worse, *GarageBand's* trumpeted accelerometer-based expression (tap the screen harder to make an instrument more forceful) lacks consistency and can't be disabled for drum tracks, making it nigh-on impossible to record uniform patterns. By contrast, *GarageBand's* fantastic for guitarists: armed with an *iRig* and a beaten-up old electric guitar, we hugely enjoyed experimenting with the app's selection of amps and customisable stomp-boxes. Despite the *iRig's* quiet output, we made a decent noise; the only pity was a lack of any timing assistance. For electronic musicians, the app's so-so. The instrument selection is best suited to dodgy 80s synth pop, and the lack of pattern editing in the track editor forces you to continually re-record to deal with errors, rather than dragging notes around; on the plus side, keyboard parameters can be tweaked, the customisable on-screen keyboard interface is excellent, and Apple has sensibly provided quantisation options to tidy up timing.

The on-screen keyboard setup is well-designed, but there are too many instruments reminiscent of 80s synth-pop.



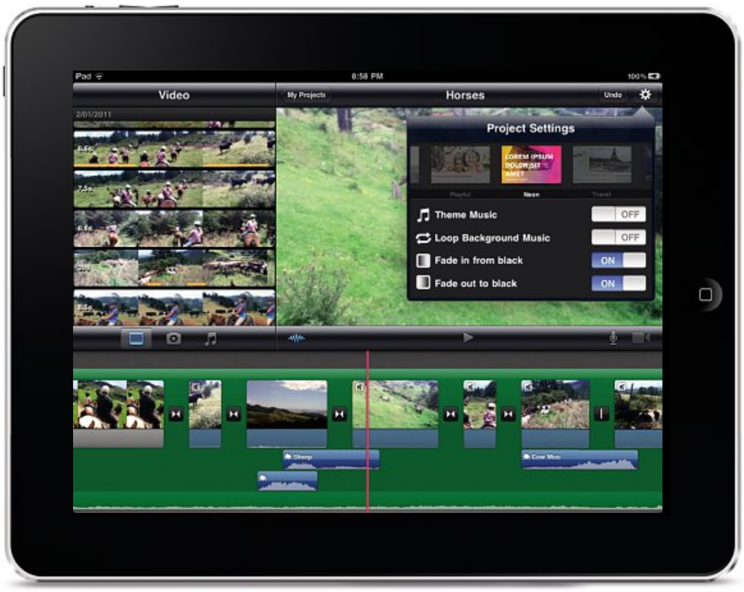
Elsewhere, we enjoyed mucking about with the sampler, found voice recording workmanlike (and limited when it came to effects) and considered the app's approach to song construction-user-defined 'sections', somewhat akin to the desktop version's regions - awkward. We also had occasional performance issues, especially when working with a lot of effects. Recordings would sometimes cut out, and the app often has to pause to 'optimise performance'. This probably all sounds quite negative, so you might be surprised to hear that we nonetheless recommend this app. It's not perfect, and electronic musicians are far better catered for with *NanoStudio* or *BeatMaker*. But for the musically curious, this is a great toy, and for guitarists, there's huge value in the amps and stomp-boxes. It's also pretty clear that with a few tweaks, *GarageBand* could offer a similar amount of depth to its Mac cousin for a fraction of the price, and with the far more intuitive interface offered by the iPad. Frankly, we can't wait to see what Apple has planned for *GarageBand's* first major update.

Craig Grannell

>> iOS VIDEO-EDITING APP

iMovie for iOS

£2.99 The iPhone version of iMovie comes to the latest iPad with more functionality



Theme Music OFF
Loop Background Music OFF
Fade in from black ON
Fade out to black ON

The interface is clear and easy to understand, and many more options are now available.

When *iMovie* first came out for the iPhone and later the iPod touch, it was a revelation: in the palm of your hand was an app that let you edit video, complete with soundtrack, titles and transitions. Of course it didn't hold a candle to what *iMovie* can achieve on your Mac, but then again, you can't carry your Mac in your back pocket.

With the release of the latest iPad, Apple bumped the version up to 1.2 and made the program 'Universal', meaning it now works with the iPhone 4, fourth-generation iPod touch and iPad 2. The first iPad isn't officially supported. So what does this new version have to offer?

Aside from the old-style movie theatre look, the first screen is where you can finally rename your projects. The export feature is accessed through here too and you can upload your work directly to YouTube, Facebook, Vimeo and CNN iReport.

It's in the main editing section that most of the changes have been made though. In landscape view on your iPad, your camera roll is displayed top-left of the screen. You're no longer forced to add an entire clip to your project, since you can now specify which part you need straight from there. An orange line above sections of your clips shows you which ones you've already used in your project. In the portrait orientation, the Camera Roll is available as a pop-over window but all the features remain the same.

The audio tools have been greatly improved: you can now alter the volume of each clip (you still can't vary that volume within the clip) and you can work with up to three layers of audio in addition to the background music and your clips' own audio tracks. You can record a voiceover straight from *iMovie* and you also have a handful of sound effects to choose from. Although the background music can now be trimmed, it still has to start at the beginning of your project.

> *"The audio tools have been greatly improved: you can work with up to three layers of audio in addition to the background music"*

You have a choice of three new themes, bringing the total to eight. Each comes with its own transition to add in between clips, or you can use a basic cross-dissolve instead if you prefer, so nothing's changed there. One useful addition is the ability to rotate your footage. You also have access to a Precision Editor to fine-tune your edit points, in a manner very similar to the same feature in *iMovie* for your Mac.

Although your projects aren't compatible with *iMovie* on your Mac, it's possible to transfer them to another iOS device (you could start editing on your iPhone and finish it on your iPad), but the process is incredibly cumbersome since it only works via *iTunes* on your computer. You can, however, transfer your clips using Apple's Camera Connection Kit, so you could shoot on one device and edit on another. On your iPhone or iPod touch, you have the new camera roll browser, and you can work with multiple audio layers, but you can't trim your audio tracks nor do you have access to the Precision Editor.

This new version of *iMovie* has a few useful features that will make editing much more enjoyable on your iOS device. It needs more transitions, title options and effects, but it's still a fantastic app for editing anywhere.

Steve Paris

KEY INFO

Developer: Apple

www.apple.com

REQUIREMENTS

Works with: iPhone 4, iPod touch, 4th generation and iPad 2

Requires: iOS version 4.2.6 or later

PROS & CONS

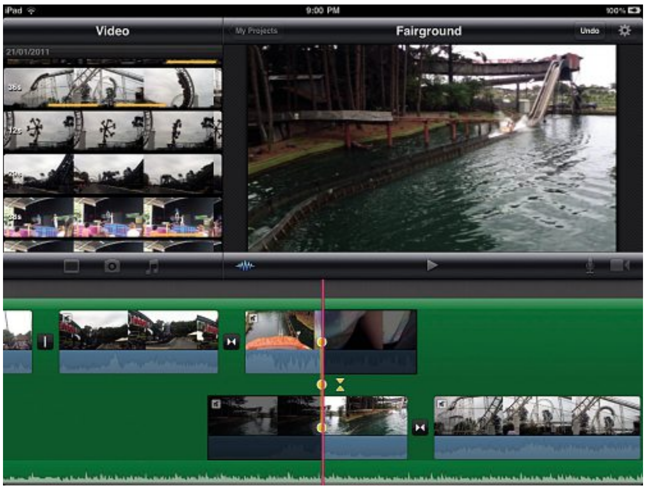
- ⊕ Big interface makes editing easy
- ⊕ Easier to select Camera Roll clips
- ⊕ New audio tools welcome
- ⊕ Excellent help files
- ⊖ Projects not Mac iMovie friendly
- ⊖ Not compatible with first iPad

VERDICT

★★★★☆

"Solid interface and neat new features make this mobile editing app a steal at just three quid."

The Precision Editor is easy to use: just drag the yellow handles to get the perfect edit.



>>FUTURE SPORTS

Speedball 2 Evolution

59p A true gaming legend comes to iOS

KEY INFO

Developer: Tower Studios
Version: 1.2
Works with: iPad, iPhone, iPod touch (Universal)

PROS & CONS

⊕ Classic gameplay
⊕ Good tilt controls
⊕ Multiplayer mode
⊖ Not the most nuanced sport

VERDICT

★★★★☆

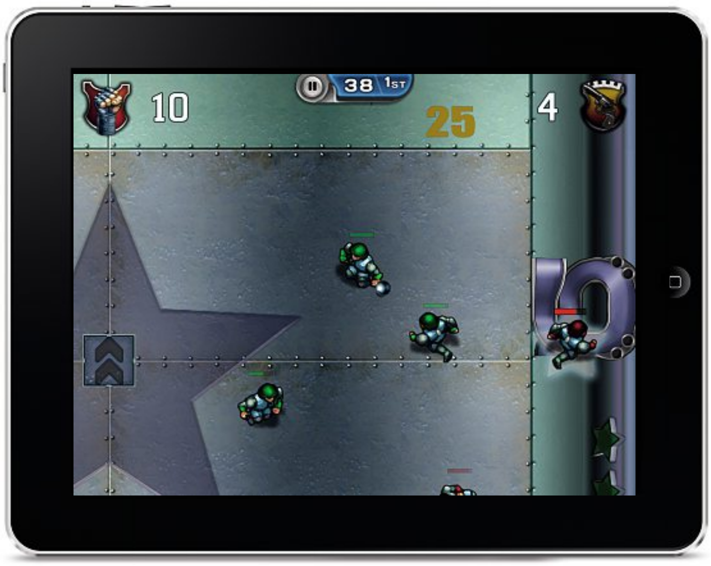
"Not exactly a subtle sport, but nostalgia fans will rejoice."

Back in 1990 when *Speedball 2 Brutal Deluxe* debuted on the Atari ST home computer, it was something a bit special. Developers The Bitmap Brothers were already riding high on the success of their previous *Speedball* title, and cutting-edge shooter *Xenon II Mega Blast* and *Speedball 2* cemented their reputation as rock star programmers.

Speedball is a futuristic sport, played in a gleaming metal arena, between two teams of armoured and, it has to be said, rather violent participants. It's probably best described as large-scale pinball with fighting. The basic idea is to get the silver ball into your opponent's goal and you do that by passing the ball between teammates to maintain possession. However, the opposing team can take the ball using crunching tackles, which leave players dazed for several seconds. In addition, points can be scored in many other ways, by sending the ball around a metal chute to rack up multipliers, lighting stars on the walls of the arena, charging up the ball and taking down opponents with it and so on. Power-ups also appear in the play area.

As a single player game it's a little simplistic and things get repetitive (even with leagues, tournaments, training and transfer shenanigans). But in multiplayer mode it's really enjoyable.

Andy Dyer



It's like a giant game of pinball. In which you hit people. What's not to like?

>>SQUAD-BASED SHOOTER

Tom Clancy's Rainbow Six Shadow Vanguard

£3.99 The Rainbow Six franchise hits iOS

KEY INFO

Developer: Gameloft S.A., Ubisoft Entertainment
Version: 1.0.0
Works with: iPhone 3GS/4, iPod touch

PROS & CONS

⊕ Squad-based gameplay
⊕ Entertaining missions
⊕ Multiplayer maps
⊖ Lacks all-round polish

VERDICT

★★★☆☆

"A slightly flaccid addition to the Rainbow Six series."

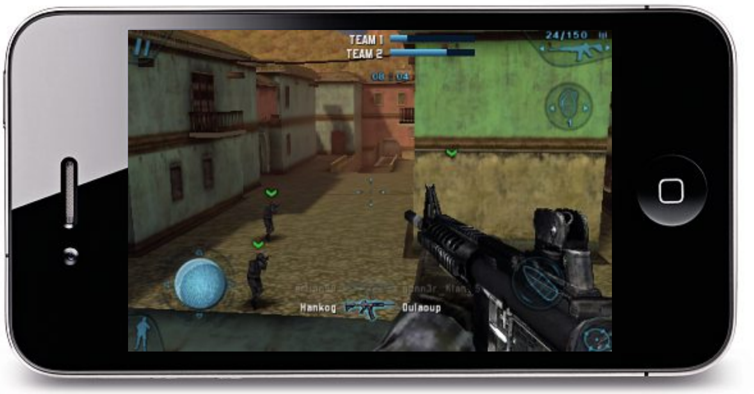
Gameloft has built its reputation on creating clever 'homage' titles that deliver much of the fun of other companies' original big-name franchises to owners of handheld devices. Ironically, having turned their attention to an existing and much-loved game franchise – *Tom Clancy's Rainbow Six* – they seem to have fumbled the ball. There's little inherently wrong with *Shadow Vanguard*, it just lacks the polish we've come to expect, not only from *Rainbow Six* games in particular but from Gameloft titles in general.

The premise is that you are part of a three-man, covert Rainbow unit sent on various missions in order to bring down a shadowy terrorist operation. What separates this from other first-person shooters is the squad-based gameplay. As well as controlling your own character you can also issue orders to your two teammates, asking them to pick off specific targets, take up strategic positions, lob flash grenades and so on. It's entertaining until you realise that for the most part you can just as easily get through the game by yourself, merely letting your teammates follow you around.

In addition, the game looks a bit scabby when placed alongside Gameloft's existing first-person shooters. Textures, environments and character models are crude, animations are poor (administering first aid often results in you squirting a syringe into thin air) and the controls are relatively unresponsive by Gameloft's standards.

All the right elements are here, including online multiplayer maps, but everything is just a bit below par. It remains a worthwhile purchase, providing plenty of bang for your buck, but don't go into it expecting too much.

Andy Dyer



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Biscuit recipe
200g sugar
200g plain flour
100g butter
Teaspoon ginger
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Keeping on top of everything can get messy using pen and paper. Perhaps it's time you tried a personal productivity app?

Words: Ian Betteridge **Photography:** Joe Branston

Personal productivity

Staying on top of what you need to do is essential. These six tools aim to take the pain out of organisation

Long ago a wise man once said: "You can't manage time, you can only manage what you do with it," and almost since the first computer we have been looking to digital solutions to help us decide what to do and when. Modern personal productivity applications aim to help you do exactly this.

Any good personal productivity application should let you capture, organise and complete tasks that you need to do. It's important to understand that they aren't project management apps. Although they should let you group tasks into projects, they aren't focused on project planning or resource allocation. The only resource they work on is your time, not anyone else's. And they need to do this as quickly, seamlessly and easily as possible: if you have to spend lots of time trying to make your system work, it's almost not worth having.

> *"Any good personal productivity app should let you capture, organise and complete tasks you need to do"*

In this test, we've picked six of the best productivity applications around. Each takes a different approach to helping you stay on top of things, but all aim to help you capture, process and act upon actions in a way that makes life easier. And that's the key to how such products should work: they must be flexible so as to work with whatever task management system you choose, without forcing you to spend hours tweaking them.

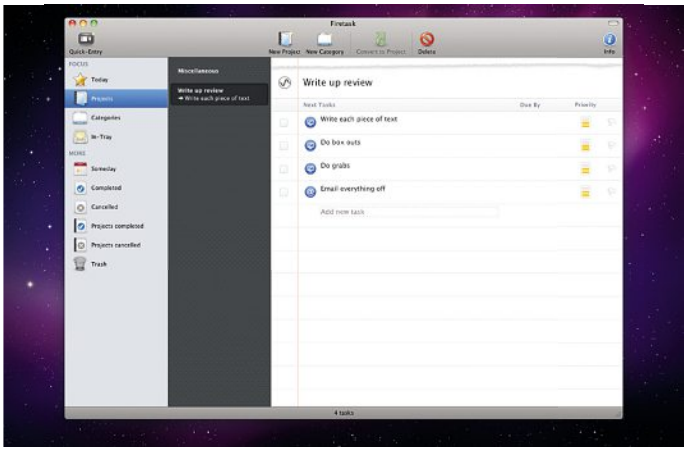
»

» DID YOU KNOW THIS?

Although these dedicated apps do a lot more, don't forget that basic task management is also integrated into some standard email packages, such as Apple's *Mail* and *Microsoft Outlook*.

» PERSONAL PRODUCTIVITY APPS / At a glance

	Firetask	**Omnifocus**	**Onlytasks**	**Taskpaper**	**TaskSurfer**	**Things**
Price	£30	£45	£11.50	$30 (£18)	£19	£45
Website	www.firetask.com/	www.omnigroup.com/products/omnifocus	www.contaes.es/onlytasks.html	www.hogbaysoftware.com/products/taskpaper	www.frostydogs.com/tasksurfer	http://culturedcode.com/things
Quick entry box	Yes	Yes	No	Yes	Yes	Yes
Project organising	Yes	Yes	Yes (as notebooks)	Yes	Yes (as folders	Yes
Tags	No	No	Yes	Yes	Yes	Yes
Mac to Mac sync	No	Yes	Yes (via Evernote)	Yes (via Simplenote)	Yes (via ToodleDo)	No
iOS sync	Yes (with client)	Yes (with client)	Yes (via Evernote)	Yes (with client)	Yes (via ToodleDo)	Yes (with client)
Web access	No	No	Yes(via Evernote)	No	Yes (via ToodleDo)	No


Firetask
Quick-Entry
New Project
New Category
Convert to Project
Delete
Info
FOCUS
Today
Projects
Categories
In-Tray
MORE
Someday
Completed
Cancelled
Projects completed
Projects cancelled
Trash
Miscellaneous
Write up review
Write each piece of text
Next Tasks
Due By
Priority
Add new task
4 tasks

Write up review

- Write each piece of text
- Do box outs
- Do grabs
- Email everything off

Firetask's interface is clean, simple and quick to get to grips with. That's what we like.

>> TEST ONE

Ease of use

If it's not instantly easy, it's not worth having at all

With personal apps like these, 'ease of use' is always going to be a little relative, as it depends on the kind of system you're using to manage your tasks. But in all cases, they need to be quick and easy to get to grips with.

Most apps here use a similar starting point, with an Inbox for new, unprocessed to-dos, projects and categories (also called contexts) for grouping tasks, and dates for when something is due. *TaskSurfer*, *Things* and *Firetask* have similar interfaces, with options on the left that let you select projects, to-dos that are due today, and so on. *Onlytasks* is similar, but refers to projects as 'Notebooks', while *OmniFocus* splits 'Contexts' out from projects. *TaskPaper* takes a much simpler approach, with simple lists organised using tags. *Firetask* is probably quickest to get to grips with. Creating projects is easy, and the 'Today' option is excellent, listing both next actions and whatever's due.

>> TEST RESULTS

Firetask	★★★★★
OmniFocus	★★★☆☆
Onlytasks	★★☆☆☆
TaskPaper	★★★☆☆
TaskSurfer	★★★½☆
Things	★★★★☆

>> TEST TWO

Features

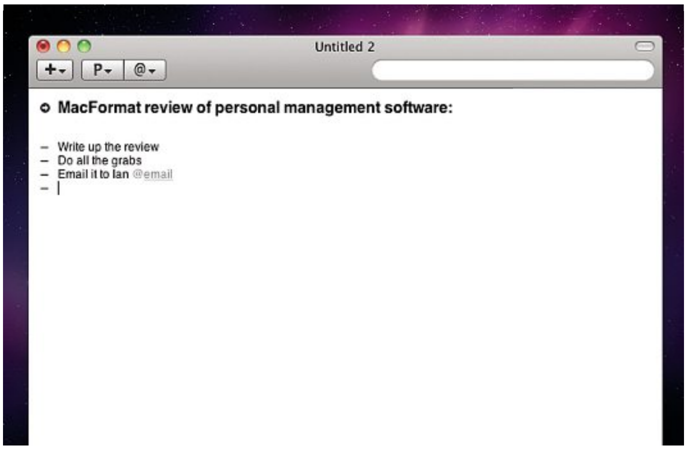
Flexibility is key, so plenty of features are a must

Feature-wise, *OmniFocus* is probably the stand-out product: with a little time, there's very little that you can't get it to do. Tasks can have a context attached (the physical context you need to do the task in – for example, a computer). They can have due dates, estimations of the time they'll take, and notes. Projects can be linear – so you have to complete step one to go on to step two – or parallel, where you can 'park' one step and go on to another. The features, and options, are endless.

None of the other products come close in terms of features, though, to be fair, they attempt to focus on a more limited set of features implemented in a way that's easy to use. *TaskPaper* focuses on lists, with the power of a tagging system. An honourable mention goes to *TaskSurfer* for its 'Smart Folders', which let you set up live searches – almost matching *OmniFocus*'s power – and its ability to use OS X's Core Location feature to geo-locate tasks.

>> TEST RESULTS

Firetask	★★★★☆
OmniFocus	★★★★★
Onlytasks	★★★☆☆
TaskPaper	★★★½☆
TaskSurfer	★★★★☆
Things	★★★½☆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MacFormat review of personal management software:

- Write up the review
- Do all the grabs
- Email it to Ian @email

TaskPaper's spartan interface conceals a powerful tagging system under the hood.

>> HOW WE TESTED / Are you Getting Things Done?

Many of the products on test here have at least a nodding acquaintance with the system of personal management called Getting Things Done. First outlined in a book of the same name by David Allen, Getting Things Done (or GTD as it's known) has become hugely influential, particularly amongst technologists.

The basic principles of GTD are simple. The idea is to have a single trusted system that stores all your tasks, and to capture everything you think about that could potentially be a task in that system as quickly as possible. Getting things out of your head on to paper or screen is seen as a vital starting point. Next, you need to organise these tasks into projects, and think about what the 'next action' is to move that project forward. Every now and then, you should also set aside time to review projects and goals from a higher, more strategic level than the day-to-day. Much of the terminology these products use – Inbox, In-Tray or Contexts, for example – comes from GTD. But you shouldn't need to know GTD to use them.

DavidAllen
A Smarter Way to Work & Live
Home
Business & Corporate Services
For Individuals at Work & Home
Products
Shopping Cart
Site Index & Search
Contact
Speeches
Consulting
David Allen Perspectives
Press Links
Clients

About David Allen

The productivity guru - *Fast Company*

David Allen is an author, consultant, international lecturer, and Founder of the David Allen Company. He is widely recognized as the world's leading authority on personal and organizational productivity. His thirty years of pioneering research, coaching and education of some of the world's highest-performing

"We continue to explore the connection between the simple and the sublime. The most powerful techniques and principles are usually the most basic - applied. But there is an art to implementation and application, and that is our frontier.

It is not hard to understand conceptually the value of outcome thinking and next-action decision-making. But installing that as the standard for processing everything in life and work, and systematizing the results so the right things happen most easily, elegantly, and efficiently - that's black belt

David Allen's 'Getting Things Done' has spawned many apps.

>> TEST THREE

Syncing

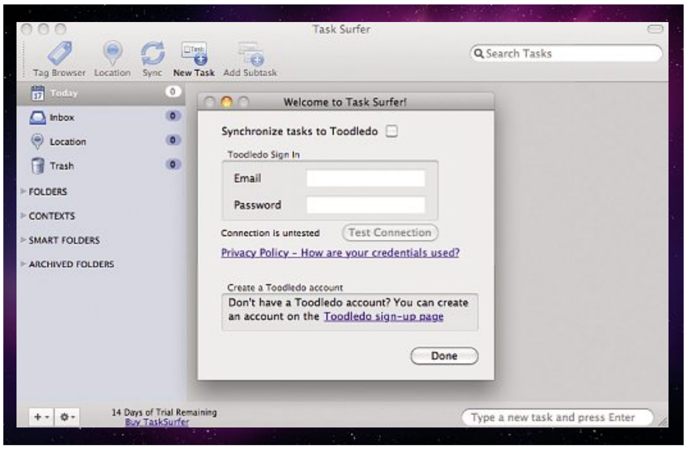
What happens if you've not got your Mac with you?

Personal productivity systems must be with you even when you're not in front of your Mac, so synchronising tasks – either to a website, other Macs, or an iOS device – is very important.

All of the applications except *Onlytasks* and *TaskSurfer* have dedicated iOS companion software, which can synchronise directly over your Wi-Fi network. *OmniFocus* and *TaskPaper* can also sync over the internet (via a service called SimpleNote in *TaskPaper*'s case), and this is also being planned for both *Things* and *Firetask* in the future. *Onlytasks* and *TaskSurfer* use third-party online services, both of which allow their tasks to be edited through a web browser. *Onlytasks* uses Evernote, a popular note-taking service, while *TaskSurfer* uses the excellent ToodleDo online task-management system. Both Evernote and ToodleDo have iOS apps, effectively giving these packages iOS clients too.

>> TEST RESULTS

Firetask	★★★½☆
OmniFocus	★★★★☆
Onlytasks	★★★☆☆
TaskPaper	★★★½☆
TaskSurfer	★★★★☆
Things	★★★½☆



Synchronize tasks to Toodledo ☐

Toodledo Sign In

Email

Password

Connection is untested

Privacy Policy – How are your credentials used?

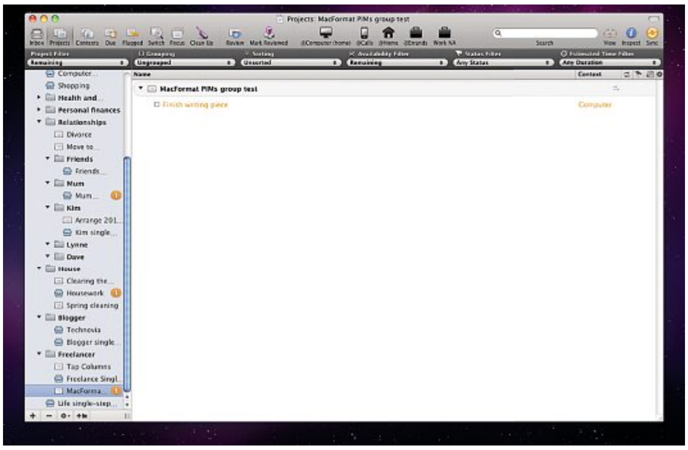
Create a Toodledo account

Don't have a Toodledo account? You can create an account on the Toodledo sign-up page

14 Days of Trial Remaining

Buy TaskSurfer

TaskSurfer allows you to sync with ToodleDo, a popular online syncing service.


Projects: MacFormat PIMs group test
MacFormat PIMs group test
Finish writing piece

OmniFocus includes a very flexible project management system if you give it the time.

>> TEST FOUR

Managing projects

How well can you create projects in each application?

Although none of these apps should be considered full-blown project management packages, the ability to create and organise projects is a core part of the functionality of any task-management software. Projects come in many guises, some of which have to be completed step-by-step (linear projects), while others can be completed in any order.

OmniFocus offers the widest range of project types, including a type that is simply a collection of to-dos that can be completed in any order. This is also the default project type in *Things*, while *Firetask* lets you quickly see either only the top action in a project or all of them – giving both project types in one. *Onlytasks* and *TaskSurfer* use different terminology for projects (notebooks and folders). *TaskPaper*'s projects are simple sub-lists in your main document, but its broad tagging system compensates for this by allowing you to customise what you see.

>> TEST RESULTS

Firetask	★★★★☆
OmniFocus	★★★★★
Onlytasks	★★★☆☆
TaskPaper	★★★½☆
TaskSurfer	★★★☆☆
Things	★★★½☆

>> THE WINNER / Which system will work for you?

These are personal pieces of software, which makes it very hard to name a single winner. Everyone's approach to managing tasks is different enough to make it worth your while trying out at least one or two different packages to see which one suits.

We've whittled it down to a choice of three products: *OmniFocus*, *Firetask* and *Things*. *OmniFocus* is the 'big beast' of task managers. There's almost nothing you can't do with it, if you're prepared to tinker to make it work for you. *Things* combines a powerful tagging system with a great look and feel. But our final winner is *Firetask*. It's nicely designed, and anyone that's new to task management should get to grips with it in minutes. It's also powerful and has a trusted system.

>> FINAL RESULTS

Firetask 4	★★★★☆
OmniFocus 4	★★★★☆
Onlytasks 3	★★★☆☆
TaskPaper 3.5	★★★½☆
TaskSurfer 3.5	★★★½☆
Things 4	★★★★☆

MacBook Pro
Mac FORMAT Winner!

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"The latest MacBook Pros have Sandy Bridge processors"

TAKE A GOOD LOOK AT THE NEW RANGE P117

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Buyers' Guide

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- NOTEBOOKS
- iPADS
- iPHONES
- SOFTWARE

Laurence Cable
Staff Writer

There's been one big Apple launch this month… and what a launch! The iPad 2 made its debut in the UK and, by now, you'll no doubt have a good idea of what it's all about, especially if you've read our review and expert tips this issue.

What's really caught our eye is the magnetic Smart Cover, which folds round into a stand. It's a must-have accessory and comes in a range of colours to suit your style.

But in all the iPad 2 excitement, don't forget about the Mac! From the lightweight and lightning-quick MacBook Air to the sleek iMac and top-end Mac Pro, there's a machine for everyone's needs. We've devised a flow chart to help you choose the right one, along with all the key specs. Beyond that, check out the selection of great kit to go with your Mac, which can have you printing, taking photos and video, and enjoying your music from the off.

>> BUYING ADVICE YOU CAN TRUST

Our mission is to ensure that when you buy a Mac-related product, you are completely informed about its best and worst features. We have a cast-iron policy of editorial independence. **For the latest prices and full review see the TechRadar URL listed next to each review.**

How to buy a new Mac

Not sure which Mac to buy? We'll help you choose!

The entire iMac range now uses Intel's new Core i-series processors.

» DID YOU KNOW THIS?

The Mac Pro is also available in a Server Edition. Out of the box, it boasts a 2.8GHz CPU, two 1TB hard drives, 8GB of memory and the Server Edition of Snow Leopard.

The Mac Pro offers an ATI Radeon HD 5770 with 1GB GDDR5 graphics card, a 1TB hard drive and an 18x SuperDrive.

Apple sells its products every which way at once. You can buy a Mac direct from the online Apple Store (**http://store.apple.com/uk**); from one of the growing number of bricks-and-mortar Apple Stores around the country; from official 'Apple shops' within department stores, staffed by certified Apple Solutions Consultants; and from hundreds of independent Apple Authorised Resellers and Premium Resellers, variously selling online or on the high street.

The bigger independents buy direct from Apple, while others go through a network of distributors, listed at **www.apple.com/uk/buy/distributors**. Given this range of outlets, shopping around for your Mac could save you money – but probably not very much. There simply isn't much profit margin for independent dealers to knock off. The Mac's popularity means Apple doesn't have to leave a big gap between its wholesale prices and Apple Store prices – effectively the minimum and maximum level at which retailers can sell their wares.

Authorised Resellers may knock a few pounds off Apple Store prices, and can also sell you other kit at competitive prices. Although you may find fractionally lower prices online, by choosing a local dealer you could get the benefit of trying before you buy and having someone on hand to answer questions. Either way, Mac resellers tend to be very knowledgeable and keen to help.

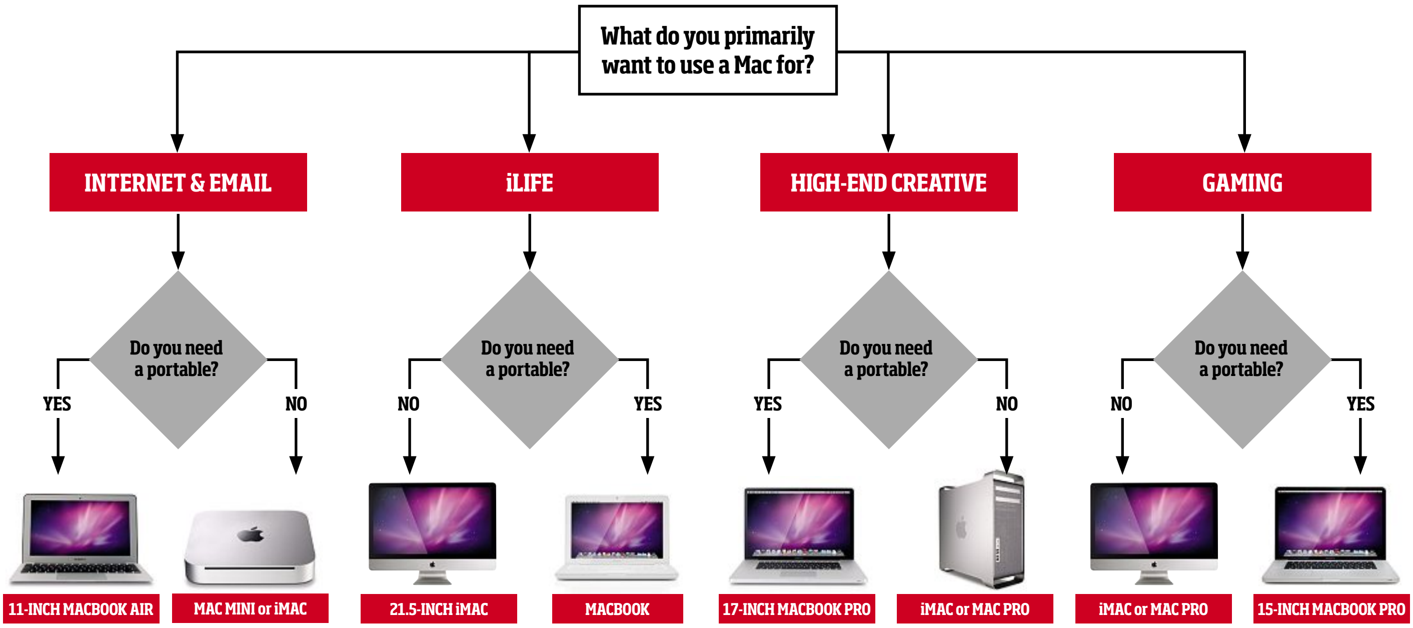
There are a couple of other ways to cut the cost of a new Mac. Business buyers can save a fortune by reclaiming the VAT and offsetting the purchase against tax. If you're not eligible, you may still qualify for a discount from Apple. Any student or teacher can get special pricing, as listed at **www.apple.com/uk/education/store**. That includes schoolkids. The reductions aren't huge, but they're worth having: for example, a dual-core 27-inch iMac lists for £1,342, compared to the regular price of £1,429. Authorised Resellers can access these special rates and may even shave a bit more off for you.

> *"Cut the cost of your new Mac. Business users can save a fortune by reclaiming the VAT and offsetting the purchase against tax"*

To help you find the cash, Apple also offers financing options. For consumers, this spreads the payments, though you do pay interest. For businesses, flexible leasing knocks more off your tax bill and lets you upgrade your hardware – and indeed software – when necessary without spending big chunks of capital. You can find out plenty more at **www.apple.com/uk/financing**.

Your budget will stretch even further with clearance, refurb and second-user deals. If you can suppress your envy of marginally newer, shinier kit, the best time to shop for a Mac is

CHOOSING A MAC / Which one is right for you?


What do you primarily want to use a Mac for?
INTERNET & EMAIL
iLIFE
HIGH-END CREATIVE
GAMING
Do you need a portable?
YES
NO
Do you need a portable?
NO
YES
Do you need a portable?
YES
NO
Do you need a portable?
NO
YES
11-INCH MACBOOK AIR
MAC MINI or iMAC
21.5-INCH iMAC
MACBOOK
17-INCH MACBOOK PRO
iMAC or MAC PRO
iMAC or MAC PRO
15-INCH MACBOOK PRO

just after Apple brings out new models. Wander down to John Lewis and you're quite likely to find the last of the old range with three-figure reductions. Do check the specs against the incoming versions, which will offer more for the same original price, but at the bottom end of the range you could pay less than the current entry-level for a perfectly good machine. Anywhere that holds Macs in stock is similarly worth a raid, and online retailers also have clearance bins.

There's an Apple laptop for everyone, from the entry-level MacBook to the high-end MB Pro.

Saving money

Apple itself has a surprisingly little-known online bargain basement at http://store.apple.com/uk/browse/home/specialdeals/mac. It's a treasure trove of cut-price kit, with some clearance items and many described as 'refurbished'. This usually means someone's bought a Mac, then changed their mind or found a problem and sent it back. Industry insiders tell us these returns often have absolutely nothing wrong with them, and in any case they're fully tested and any faults fixed before they're resold. They're guaranteed for a full year, extendable up to three years via AppleCare.

Besides deciding who to buy from, there's the tricky question of which Mac to pick. You can have a MacBook, MacBook Pro, MacBook Air, Mac mini, iMac or Mac Pro. Most Mac families offer several standard models, plus plenty of built-to-order options, adding up to hundreds of possibilities.

By comparing the prices of different configurations – easily done at http://store.apple.com/uk – you can suss out the best value. For example, the entry-level 21.5-inch iMac is a bargain at £1,020. If you want a higher spec, the next option doubles the hard disk space and adds a more powerful graphics card – but at £256 extra, you'd really have to want that graphics card. But hang on: you're not limited to the preset models. By clicking the Select button, you can tweak the specs to create your own Mac. The only downside is that you'll need to allow a week or two for your own personal Mac to arrive. Just think of it as an exercise in delayed gratification.

> *"There's the tricky question of which Mac to pick. You can plump for a MacBook, MacBook Pro, MacBook Air, Mac mini, iMac or Mac Pro"*

DID YOU KNOW THIS?

The latest MacBook Pros, released in February 2011, have new Sandy Bridge processors, great new graphics solutions and the new ultra-fast Thunderbolt connectivity port.

How to choose the perfect Mac

Let us help you make the right purchase. Here are your options…

iMac

Updated July 2010

21.5-inch 3.06GHz
£1,020

• 3.06GHz Intel Core i3 • 21.5-inch glossy widescreen (1,920x1,080 pixels) • 4GB RAM (expandable to up to 16GB) • 500GB hard drive • 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 4670 discrete graphics with 256MB GDDR3 SDRAM • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card • Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

21.5-inch 3.2GHz
£1,276

• 3.06GHz Intel Core i3 • 21.5-inch glossy widescreen (1,920x1,080 pixels) • 4GB RAM (expandable to up to 16GB) • 1TB hard drive • 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 5670 graphics, 512MB GDDR3 memory • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card • Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

27-inch 3.2GHz
£1,429

• 3.2GHz Intel Core i3 • 27-inch glossy widescreen (2560x1440 pixels) • 4GB RAM (expndable to up to 16GB) • 1TB hard drive • 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 5670 graphics, 512MB GDDR3 memory • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card; video-in port • Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

27-inch 2.8GHz (Quad Core) £1,684

• 2.8GHz Intel Core i5 Quad Core • 27-inch glossy widescreen (2560x1440 pixels) • 4GB RAM (expandable to up to 16GB) • 1TB hard drive • 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 5750 graphics, 1GB GDDR5 memory • 4x USB 2.0 ports; 1x FW 800; 1xSD card; video-in port • Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

Mac mini

Updated June 2010

» DID YOU KNOW THIS?

The Mac mini also comes in a Server Edition, which has no optical drive, but boasts twin 500GB hard drives.

2.4GHz 320GB
£612

- 2.4GHz Intel Core 2 Duo
- 2GB RAM (2x 1GB DDR3 SDRAM) • 320GB Serial ATA, 5,400rpm hard drive
- 3MB shared L2 cache
- NVIDIA GeForce 320M with 256MB of shared DDR3 SDRAM
- 8x double-layer SuperDrive (DVD+R DL/DVD±RW/CD-RW)
- AirPort Extreme (802.11n)
- 1x FireWire 800 port
- 4x USB 2.0 • SD card slot
- Snow Leopard, iLife '09
- HDMI to DVI adapter

Quad-Core

£2,041

• 2.8GHz Quad-Core Intel Xeon • 3GB RAM (expandable to up to 16GB) • ATI Radeon HD 5770 with 1GB of GDDR5 memory • Two Mini DisplayPorts, one DVI port • 1TB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD+R DL/DVD±RW/CD-RW) • 4x PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FW 800 ports • Keyboard with numerical keypad & Magic Mouse

8 -Core

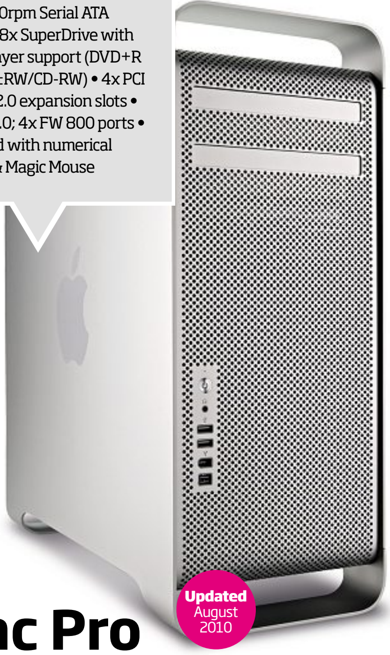
£2,859

• Two 2.4GHz Quad-Core Intel Xeon • 6GB RAM (expandable to up to 32GB) • ATI Radeon HD 5770 with 1GB of GDDR5 memory • Two Mini DisplayPorts, one DVI port • 1TB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD+R DL/DVD±RW/CD-RW) • 4x PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FW 800 ports • Keyboard with numerical keypad & Magic Mouse

12-Core

£4,083

• Two 2.6GHz 6-Core Intel Xeon • 6GB RAM (expandable to up to 32GB) • ATI Radeon HD 5770 with 1GB of GDDR5 memory • Two Mini DisplayPorts, one DVI port • 1TB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD+R DL/DVD±RW/CD-RW) • 3x PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FW 800 ports • Keyboard with numerical keypad & Magic Mouse



Mac Pro

13-inch 2.3GHz

£999

• 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels • 2.3GHz dual-core Intel Core i5 processor • 7-hour battery • 4GB (two 2GB SO-DIMMs) of 1333MHz DDR3 memory • 320GB, 5,400rpm hard drive • 8x slot-loading SuperDrive (DVD±R DL/DVD±RW/CD-RW) • Intel HD Graphics 3000 • Mac OS X 10.6 and iLife '11 • 1x Thunderbolt port, 1x FireWire 800, 2x USB 2.0, 1x SDXC card slot

13-inch 2.7GHz

£1,299

• 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels • 2.7GHz dual-core Intel Core i7 processor • 7-hour battery • 4GB (two 2GB SO-DIMMs) of 1333MHz DDR3 memory • 500GB, 5,400rpm hard drive • 8x slot-loading SuperDrive (DVD±R DL/DVD±RW/CD-RW) • Intel HD Graphics 3000 • Mac OS X 10.6 and iLife '11 • 1x Thunderbolt port, 1x FireWire 800, 2x USB 2.0, 1x SDXC card slot

15-inch 2.0GHz

£1,549

• 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels • 2.0GHz quad-core Intel Core i7, 6MB shared L3 cache • 4GB 1333MHz DDR3 memory • 500GB, 5,400rpm hard drive • 8x slot-loading SuperDrive (DVD±R DL/DVD±RW/CD-RW) • AMD Radeon HD 6490M graphics processor with 256MB of GDDR5 memory • Mac OS X 10.6 and iLife '11 • 1x Thunderbolt port, 1x FW 800, 2x USB 2.0, 1x SDXC slot

15-inch 2.2GHz

£1,849

• 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels • 2.2GHz quad-core Intel Core i7, 6MB shared L3 cache • 4GB 1333MHz DDR3 memory • 750GB, 5,400rpm hard drive • 8x slot-loading SuperDrive (DVD±R DL/DVD±RW/CD-RW) • AMD Radeon HD 6750M graphics processor with 1GB of GDDR5 memory • Mac OS X 10.6 and iLife '11 • 1x Thunderbolt port, 1x FW 800, 2x USB 2.0, 1x SDXC slot

13-inch white 2.4GHz

£867

• 13.3-inch glossy widescreen, 1,280x800 pixels • 2.4GHz Intel Core 2 Duo • 3MB shared L2 cache • 2GB RAM (2x DDR3SDRAM) • 250GB Serial ATA,5,400rpm • 8x SuperDrive (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 320M with 256MB shared DDR3 SDRAM • AirPort Extreme • Built-in iSight video camera • Bluetooth 2.0

Updated
May
2010

MacBook

11-inch models

£867/£1,020

• 1.4GHz Intel Core 2 Duo processor • 11.6-inch LED-backlit glossy widescreen at 1366x768 pixels • 64GB or 128GB of flash storage • NVIDIA GeForce 320M graphics processor with 256MB of DDR3 SDRAM • 2GB of 1066MHz DDR3 SDRAM • Five-hour battery life, or 30 days on standby • Built-in FaceTime camera • 2x USB 2.0 ports, Ethernet, Mini DisplayPort

13-inch models

£1,122/£1378 • 1.86GHz Intel Core 2 Duo processor • 13.3-inch LED-backlit glossy widescreen at 1440x900 pixels • 128GB or 256GB of flash storage • NVIDIA GeForce 320M graphics processor with 256MB of DDR3 SDRAM • 2GB of 1066MHz DDR3 SDRAM • Seven-hour battery life, or 30 days on standby • Built-in FaceTime camera • 2x USB 2.0 ports, Ethernet, Mini DisplayPort • SD reader

Updated
October
2010

MacBook Air

17-inch 2.2GHz

£2,099

• 17-inch LED-backlit glossy widescreen 1,920x1,200 pixels • 2.2GHz quad-core Intel Core i7, 6MB shared L3 cache • 4GB 1333MHz DDR3 memory • 750GB, 5,400rpm hard drive • 8x slot-loading SuperDrive (DVD±R DL/DVD±RW/CD-RW) • AMD Radeon HD 6750M graphics processor with 1GB of GDDR5 memory • Mac OS X 10.6, iLife '11 • 1x Thunderbolt port, 1x FireWire 800, 3x USB 2.0, 1x ExpressCard/34 slot

Updated
Feb
2011

MacBook Pro

What about an iPhone or iPad?

Apple's mobile devices are designed to sync perfectly with your Mac

»DID YOU KNOW THIS?

There are several models of Apple's iPad 2 to choose from. You can select storage capacities of 16GB, 32GB and 64GB. Each of these are available with Wi-Fi-only connectivity, or Wi-Fi and 3G.

The iPhone 4 has a much better screen than previous models. This Retina display has a 960x640 pixel resolution.

Both the iPhone and iPad have a touchscreen, come with email and web-browsing applications and are capable of running third-party apps that you can get from Apple's App Store. But the iPad isn't simply a bigger iPhone. The iPhone is first and foremost a phone, and like all mobile phones, unless you buy it on Pay as You Go (which makes the device itself much more expensive) you're going to be tied into a phone contract.

If you want all the features of the iPhone but without the phone part, then consider getting an iPod touch instead (see over the page). If you're looking for a phone then you'll find the iPhone is designed to cover all your data needs while you're on the go, and fits in your pocket.

In contrast, the iPad is a device that sits somewhere between an iPhone and a Mac. It also comes with a 3G data contract option, but that doesn't include phone calls. The only phone calls you can make with it will be digitally, using VoIP apps, such as *Skype*. While a lot of people find the iPhone perfectly acceptable for home use, if you just need to check your email or do a quick bit of web surfing, the iPad is positively designed to be used from your sofa. It has built-in Wi-Fi, which means you can check emails and browse the web on your wireless network at home. Here it would fulfil most functions of a laptop, but don't fall into the trap of thinking of the iPad as a replacement for a home computer. It's fundamentally designed to be an accessory. You're meant to keep your data on your Mac and sync your iPad with it, not the other way around.

It does have some big advantages over a Mac laptop, though. For a start, because it uses solid-state memory it's pretty-much instant on. There's no waiting around for it to boot up. It's also lightweight, extremely portable and the perfect size to be used as an ebook reader.

The iPhone currently comes in two versions, the 3GS and iPhone 4. The latest model, the iPhone 4, features a stunning new 960x640 high-resolution display, making it much easier to read on-screen text. The screen itself is now IPS (in plane switching) for great viewing angles. However you hold it, the colours won't shift. There's also a front-facing camera for video chat and HD video recording using the rear camera.

The iPad 2 comes in black and white, each in three capacities, 16GB, 32GB and 64GB, available in Wi-Fi or Wi-Fi + 3G versions. Each 3G version costs £100 more than a Wi-Fi-only model with a similar memory capacity. Prices start at £399 for the 16GB Wi-Fi version, and go up to £659 for the top-range 64GB Wi-Fi + 3G iPad.

Use your iPad 2 to surf the web, run apps, send and receive emails, and listen to your music.

> *"The iPad uses solid-state memory, so it's pretty-much instant on. There's no waiting around for it to boot up. It's also lightweight"*

iPad 2

Updated March 2011

iPad 16GB

£399 Wi-Fi
£499 Wi-Fi + 3G

• 9.7-inch LED-widescreen, 1024x768 pixels • 1GHz dual core Apple A5 CPU • 25Wh battery gives up to 10 hours use • 3.5mm stereo headphone jack • Built-in speaker & mic • 720p, 30 fps rear-facing camera, VGA front camera • Available in black or white • 241.2x185.7x8.8mm • 601g (Wi-Fi), 613g (Wi-Fi + 3G) • Accelerometer, three-axis gyro, ambient light sensor

iPad 32GB

£479 Wi-Fi
£579 Wi-Fi + 3G

• 9.7-inch LED-widescreen, 1024x768 pixels • 1GHz dual core Apple A5 CPU • 25Wh battery gives up to 10 hours use • 3.5mm stereo headphone jack • Built-in speaker & mic • 720p, 30 fps rear-facing camera, VGA front camera • Available in black or white • 241.2x185.7x8.8mm • 601g (Wi-Fi), 613g (Wi-Fi + 3G) • Accelerometer, three-axis gyro, ambient light sensor

iPad 64GB

£559 Wi-Fi
£699 Wi-Fi + 3G

• 9.7-inch LED-widescreen, 1024x768 pixels • 1GHz dual core Apple A5 CPU • 25Wh battery gives up to 10 hours use • 3.5mm stereo headphone jack • Built-in speaker & mic • 720p, 30 fps rear-facing camera, VGA front camera • Available in black or white • 241.2x185.7x8.8mm • 601g (Wi-Fi), 613g (Wi-Fi + 3G) • Accelerometer, three-axis gyro, ambient light sensor

iPhone

Updated June 2010

iPhone 3GS 8GB

£428 (Pay & Go)

- Available in black
- 3.5-inch widescreen
- 320x480 pixels • Wi-Fi (802.11b/g) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.0 + EDR
- Photo and video geotagging
- Battery lasts up to 30 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 12 hours (talktime)
- 115.5x62.1x12.3mm
- 135g • Requires Mac OS X 10.4.11 or later

iPhone 4 16GB

£510 (Pay & Go)

- Available in black or white
- 3.5-inch widescreen
- 960x640 pixels • Wi-Fi (802.11b/g/n) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.1 + EDR
- Photo and video geotagging
- Battery lasts up to 40 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 14 hours (talktime)
- 115.5x58.6x9.3mm
- 137g • Requires Mac OS X 10.5.8 or later

iPhone 4 32GB

£612 (Pay & Go)

- Available in black or white
- 3.5-inch widescreen
- 960x640 pixels • Wi-Fi (802.11b/g/n) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.1 + EDR
- Photo and video geotagging
- Battery lasts up to 40 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 14 hours (talktime)
- 115.5x58.6x9.3mm
- 137g • Requires Mac OS X 10.5.8 or later

>> APPS EVERYWHERE

The iPad, iPhone and the iPod touch featured over the page can all install and run apps from Apple's App Store. Many of these apps (such as the Facebook app, or *Twitteriffic*) are free, but even the paid-for apps are inexpensive compared to the prices of software for the Mac. However, there's one obvious problem: the iPad has a 9.7-inch screen, while the iPhone has a 3.5-inch screen. Obviously, apps designed to run on the iPhone are going to look tiny on the iPad's larger display.

To make them fit, Apple has introduced something called 'pixel doubling'. Every pixel in the app is doubled, so the app becomes twice the size it was before, thus filling the screen (well, pretty much). You also have the option of running the app at its native resolution on the iPad if you prefer, although this can look strange as the app then sits in a sea of blackness. The pixel-doubling approach can make apps look a little bit fuzzy, especially games, but it appears to be a good enough solution for most apps.

Apple is, of course, encouraging developers to design apps specifically for the iPad's larger screen, so if you're an iPad owner, look out for iPad-only versions of your favourite apps from the App Store. Not only do they look better than their iPhone originals, but the larger screen size means developers can fit extra controls and features into the interface. That means more fun to be had in games, for example.

Some apps are only be available for the iPad. Apple is starting the ball rolling here by releasing its *iWork* suite (consisting of *Pages*, *Numbers* and *Keynote*) for the iPad only. Conversely, apps that utilise the camera on the iPhone obviously won't work on the iPad. Look out for apps with a '+' symbol next to their price on the App store. This means the apps will work perfectly on both iPad and iPhone.

Apps that take advantage of the iPad's larger screen are becoming more common.

LAP 1/3
TIME 0:19.49
BEST
PTS 74
CORNER MASTERED
SLIPSTREAM
NISSAN

Choosing an iPod

Which model is best for you?

The September 2010 iPod refresh saw every model except the classic updated. The shuffle returned to its old form factor, regaining its on-body controls, but retaining VoiceOver technology that lets the iPod read the title and artist information. For reasons unspecified, the 4GB model has disappeared, leaving only a 2GB iPod shuffle.

The iPod nano underwent the most radical overhaul. The latest model features a square design with touchscreen controls, but has lost its video camera. It's a lot smaller and lighter, though, so you might consider this a fair trade.

Unsurprisingly, the iPod touch benefits from technologies introduced with the iPhone 4, such as a Retina Display and FaceTime. It also has a rear-facing camera that can record 720p HD. And don't forget the iPod classic, which still offers the best price per GB.

iPod shuffle

Updated September 2010

iPod shuffle 2GB

£40

- Up to 500 songs
- No ability to display photos or videos
- Available in five colours; silver, blue, green, yellow, pink
- No screen, but the control pad returns
- VoiceOver technology lets your iPod talk to you
- 3.5-mm stereo headphone jack is used for both audio out and USB charging
- Battery lasts up to 15 hours
- 29x31.6x8.7mm
- 12.5g

iPod nano

Updated September 2010

9:41 AM
Playlists
Now Playing
Artists
Genius M

iPod nano 8GB

£131

- Up to 2,000 songs
- Up to 7,000 photos
- Includes Nike+iPod support
- Available in silver, black, blue, green, yellow, pink and red (Apple Store exclusive)
- 1.54-inch diagonal Multi-Touch screen
- 240x240 pixel resolution (220 pixels per inch)
- Battery lasts up to 24 hours
- Includes VoiceOver technology and an FM radio
- 37.5x40.9x8.78mm
- 21.1g

iPod nano 16GB

£163

- Up to 4,000 songs
- Up to 14,000 photos
- Includes Nike+iPod support
- Available in silver, black, blue, green, yellow, pink and red (Apple Store exclusive)
- 1.54-inch diagonal Multi-Touch screen
- 240x240 pixel resolution (220 pixels per inch)
- Battery lasts up to 24 hours
- Includes VoiceOver technology and an FM radio
- 37.5x40.9x8.78mm
- 21.1g

iPod classic

Now Playing
If I Had E
Jack John
Sleep Thr
6 of 14
2:20
iPod
Music
Videos
Photos
Podcasts
Extras
Settings
Shuffle Songs
Now Playing
MENU
MENU

Updated September 2009

iPod classic 160GB

£197

- Up to 40,000 songs
- Up to 25,000 photos
- Up to 200 hours of video
- Available in black and silver
- 2.5-inch screen
- 320x240 pixels
- Battery lasts up to 36 hours (audio)
- Battery lasts up to 6 hours (video)
- 103.5x61.8x10.5mm
- 140g

iPod touch

Updated September 2010

iPod touch 8GB

£193

- Up to 1,750 songs
- Up to 10,000 photos
- Up to 10 hours of video
- Available in black
- 3.5-inch screen, 960x640 pixels
- Wi-Fi (802.11b/g/n, 802.11n at 2.4GHz only)
- Nike + iPod support
- Battery lasts up to 40 hours (audio) seven hours (video)
- Video recording at 720p HD, up to 30 frames per second
- 960x720 still photos
- 111x58.9x7.2mm
- 101g

iPod touch 32GB

£254

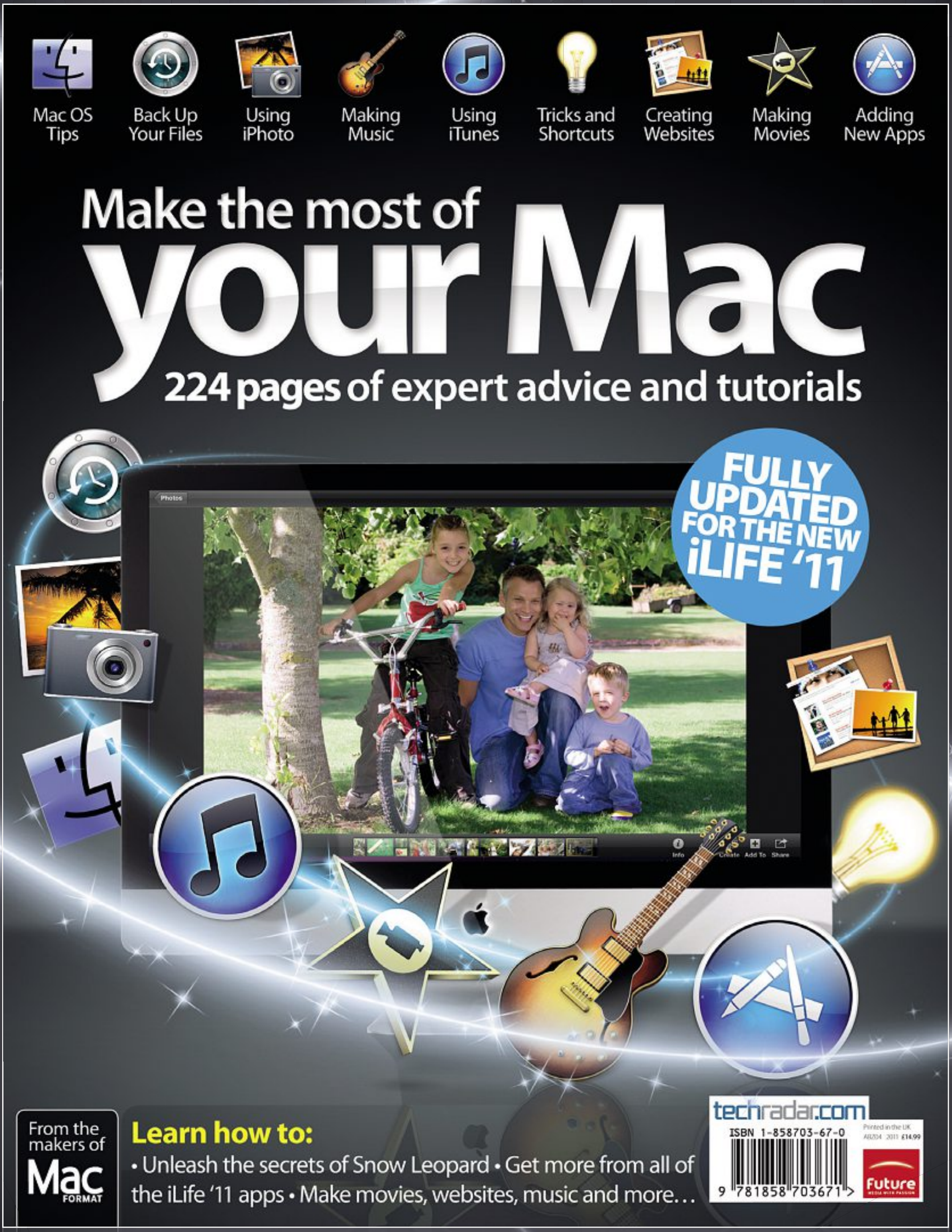
- Up to 7,000 songs
- Up to 25,000 photos
- Up to 40 hours of video
- Available in black
- 3.5-inch screen, 960x640 pixels
- Wi-Fi (802.11b/g/n, 802.11n at 2.4GHz only)
- Nike + iPod support
- Battery lasts up to 40 hours (audio) seven hours (video)
- Video recording at 720p HD, up to 30 frames per second
- 960x720 still photos
- 111x58.9x7.2mm
- 101g

iPod touch 64GB

£336

- Up to 14,000 songs
- Up to 50,000 photos
- Up to 80 hours of video
- Available in black
- 3.5-inch screen, 960x640 pixels
- Wi-Fi (802.11b/g/n, 802.11n at 2.4GHz only)
- Nike + iPod support
- Battery lasts up to 40 hours (audio) seven hours (video)
- Video recording at 720p HD, up to 30 frames per second
- 960x720 still photos
- 111x58.9x7.2mm
- 101g

Available now



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TOP 10 Tap! Apps

The best apps for the iPhone, iPad & iPod touch this month

AMPLITUBE FOR iPAD

Transform your iPad into a portable guitar and bass effects system.
iPad; £11.99

GOWALLA

Track and share events on your travels, with Twitter and Foursquare integration.
iPhone/iPod touch; £FREE

BBC iPLAYER

Catch up on shows you missed or enjoy live TV and radio over Wi-Fi.
iPad; £FREE

PERFECT BROWSER

An alternative to using Safari, with interesting additional features.
iPhone/iPod touch; 59p

MALCOLM TUCKER: THE MISSING PHONE

Explore Tucker's phone. Contains crude language.
iPhone/iPod touch; £3.99

SYNCSPACE

A drawing app with a twist – share your work in real time over the web.
iPad; £1.19

DJAY

Get yourself a pair of decks on your iPad and you'll be scratching like a pro.
iPad; £11.99

CAMERA+

A must-have upgrade for anyone who uses the iPhone's camera.
iPhone; 59p

MONOCHROMIA

Produce stunning black and white photographs thanks to a range of effects.
iPhone/iPod touch; £1.19

AIRVIEW

Watch AirPlay streams from your Mac or another iPad, iPhone or iPod touch.
iPhone/iPod touch/iPad; £FREE

Looking for more great apps for your iPhone? Try Tap! the iPhone and iPad magazine www.tapmag.co.uk
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BUYERS' GUIDE

>> KEYBOARDS & MICE

Apple Magic Trackpad

★★★★☆
Price: £60 **Reviewed:** Issue 226
Web: www.apple.com/uk
Full review: www.techradar.com/ 713555
Key specs: 13.13x13.01x1.83cm; Bluetooth connectivity; powered by 2x AA batteries; requires Mac OS X 10.6.4

⊕ Brings the MacBook's famous gestures to Apple's desktop range
⊖ Snow Leopard only

"Well conceived and beautifully executed, it's well worth a try if you use a Mac Pro, iMac or Mac mini at home or work."

Wacom Bamboo Fun Small ★★★★★

Price: £84 **Reviewed:** Issue 214
Full review: www.techradar.com/637575
Key specs: 1,024 pressure levels; Gestures
⊕ Gesture support, good software bundle
⊖ Expensive

Microsoft Arc Mouse ★★★★★

Price: £29 **Reviewed:** Issue 229
Full review: www.techradar.com/913796
Key specs: Wireless operation; foldable form factor
⊕ Highly portable. Has four customisable buttons
⊖ Might not suit those who like a small mouse

>> PRINTERS & ALL-IN-ONES

Canon PIXMA MP640

★★★★★
Price: £200 **Reviewed:** Issue 215
Web: www.canon.co.uk
Full review: www.techradar.com/644919
Key specs: Printer (9,600x2,400dpi, 5-ink printing); supports all major memory card formats; on-body printing

⊕ Phenomenal feature package; great print quality
⊖ Weak instructions might confuse newbies

"The mix of stellar print quality and an excellent feature package make the Canon MP640 a great buy."

Canon PIXMA MG6150 ★★★★★

Price: £150 **Reviewed:** Issue 227
Full review: www.techradar.com/719361
Key specs: Six-tank inkjet; touch-sensitive controls
⊕ Comprehensive connectivity; stellar print quality
⊖ Could be faster

Samsung ML-2855ND ★★★★★

Price: £154 **Reviewed:** Issue 221
Key specs: Mono laser printer
⊕ Incredible value to run and great print quality
⊕ Elegant, well-realised text and decent images
⊕ Helpful screen to guide you through problems

>> DISPLAYS

Apple Cinema Display

★★★½☆
Price: £918 **Reviewed:** Issue 229
Web: www.apple.com/uk
Full review: www.techradar.com/912746
Key specs: 27-inch LED screen, 2,560x 1,440, 12ms response time, 3x self-powered USB ports, iSight camera

⊕ Bright and sharp; good speakers; single cable to Mac
⊖ Height not adjustable; very expensive; average colour consistency

"The picture's sharp and the colours are bright and vivid, but just look at that price tag. Quality, but too expensive."

Samsung 2233SW ★★★★½

Price: £169 **Reviewed:** Issue 213
Full review: www.techradar.com/628604
Key specs: Low-cost SyncMaster monitor
⊕ Excellent value for money
⊖ No speakers

Samsung FX2490HD ★★★★☆

Price: £266 **Reviewed:** Issue 230
Full review: www.techradar.com/908753
Key specs: 24-inch LED screen, 1,920x1,280 res
⊕ Great screen, good audio, includes TV tuner
⊖ Lacks adjustability, pricey and lacks HD channels

>> SPEAKERS/HEADPHONES

Scosche IDR655m

★★★★½
Price: £60 **Reviewed:** Issue 223
Web: www.scosche.com
Full review: MF issue 223 group test
Key specs: Frequency response 15Hz-20KHz; weight 11g; cable length 139cm; six pairs of tips and a carry pouch

⊕ Excellent audio quality; inline controls, with volume adjustment
⊖ Felt like they should fit a little deeper in the ear

"Excellently placed mic and controls, a beautifully lively sound and a comprehensive feature set."

Arcam rCube ★★★★★

Price: £500 **Reviewed:** Issue 231
Full review: www.techradar.com/926264
Key specs: Mains or rechargeable battery-powered
⊕ Stellar sound; robust and stylish; transportable
⊖ Harshly exposes heavily compressed MP3s

Creative ZiiSound D5 ★★★★½

Price: £280 **Reviewed:** Issue 224
Full review: www.techradar.com/702310
Key specs: Bluetooth speaker set for Mac and iPod
⊕ Impressive sound; solid Bluetooth connection
⊖ Not great at shaping the sound

DIGITAL CAMERAS

Samsung WB2000

★★★★½

Price: £266 **Reviewed:** Issue 228
Web: www.samsung.com
Full review: www.techradar.com/905154
Key specs: 10MP resolution; 4.3-21.5mm lens; JPEG, raw and H.264 file formats; SD and SDHC card formats; weighs 153.3g

⊕ Superb image quality; 1080p video; good creative control
⊖ Some handling issues

"A great standalone cam or partner to an SLR, with fine video to boot. Photos and video are pure quality."

Leica V-LUX 20 ★★★★☆

Price: £465 **Reviewed:** Issue 224
Full review: www.techradar.com/702331
Key specs: 12.1MP; Leica DC-VARIO-ELMAR lens
⊕ Powerful 12x zoom option; GPS tagging
⊖ Expensive for a compact

Panasonic Lumix DMC-GH2 ★★★★☆

Price: £750 **Reviewed:** Issue 232
Full review: www.techradar.com/926611
Key specs: 18.32MP; 14-42mm lens; SD/SDHC/SDXC
⊕ Smooth video output; articulated LED screen
⊖ Some small controls; too expensive

DIGITAL VIDEO CAMERAS

Sony HDR-CX115E

★★★★★

Price: £300 **Reviewed:** Issue 233
Web: www.sony.co.uk
Full review: MF Issue 233 group test
Key specs: 1920x1080 resolution; 2.7-inch LCD; covers MPEG4-AVC and H.264 recording formats

⊕ Excellent all-round performance, and a compact, portable form factor
⊖ There are cheaper camcorders around

"The Sony provides you with all you'd want from a camcorder, with excellent build, features and quality."

Canon HV30 ★★★★½

Price: £1,140 **Reviewed:** Issue 201
Full review: www.techradar.com/468942
Key specs: HDV; DIGIC II processor; MiniDV/SD card
⊕ Superb stills and video; better than HDD
⊖ Cumbersome to use

Samsung VP-HMX 20C ★★★★☆

Price: £375 **Reviewed:** Issue 202
Full review: www.techradar.com/528224
Key specs: 2.7-inch LCD; movie capture at 2.1MP
⊕ Good screen; lightweight; offers full HD
⊖ Really need to shop around for price

ROUTERS/NETWORKING

AVM FRITZ!Box 7390

★★★★★

Price: £250 **Reviewed:** Issue 229
Web: www.fritzbox.eu
Full review: www.techradar.com/912929
Key specs: 802.11n, g, b and a; dual band 2.4GHz and 5GHz; power consumption 6-8 watts; integrated DECT base station

⊕ Packed with features, including dual band wireless 'n'; very fast
⊖ Expensive, especially if you don't want the telephony functions

"Fast and feature-rich, the FRITZ!Box 7390 could transform your home network. Great traffic-shaping features too."

Devolo dLAN Wireless 'n' ★★★★☆

Price: £115 **Reviewed:** Issue 231
Full review: www.techradar.com/926334
Key specs: Three Ethernet ports plus Wi-Fi
⊕ Easy to set up and use; versatile; fast speeds
⊖ A little bulky for some skirting boards

Janus Wi-Fi Adapter ★★★★☆

Price: £55 **Reviewed:** Issue 225
Full review: www.techradar.com/709609
Key specs: Range of up to 1000 metres
⊕ Powerful and solid wireless networking
⊖ Instructions for Mac users not great

STORAGE

Mobile Drive CLS

★★★★½

Price: £varies **Reviewed:** Issue 226
Web: www.freecom.com
Full review: www.techradar.com/713563
Key specs: Dock takes up to three portable drives; drives available in capacities of 250, 320, 500 and 640GB; USB 2.0.

⊕ Convenient; stylish design; flexible; reasonable performance
⊖ Standard drives offer a better price-per-GB ratio

"A neat, inexpensive hard disk docking station that makes us go all nostalgic. Nice rubber finish too."

Buffalo Dualie 500GB ★★★★½

Price: £119 **Reviewed:** Issue 220
Full review: www.techradar.com/678951
Key specs: USB 2.0 and FireWire connectivity
⊕ Attractive, robust, space-saving design
⊖ Expensive; drive slows when iPhone docked

DataTraveler Locker+ 8GB ★★★★½

Price: £20 **Reviewed:** Issue 232
Full review: www.techradar.com/930867
Key specs: 256-bit AES security
⊕ Password-protects your data; good price
⊖ Can't function without its launcher app

TOP 10 Tap! Games

The best games for the iPhone, iPad & iPod touch this month

WORLD OF GOO HD

A simply fantastic and very addictive puzzle game. Guide the goo to the exit.
iPad; £2.99

HELSING'S FIRE HD

This puzzler manages to be beautiful, engaging and funny at the same time.
iPad; £2.39

DUNGEON HUNTER 2 HD

The best RPG you'll find on the iPad. Engaging story and slick combat.
iPad; £3.99

SHIFT 2

This second version's 150 new black and white puzzling levels will keep you hooked.
iPhone/iPod touch; 59p

SUPER BLAST 2

Fire your way through space. The universe has never been so beautiful.
iPhone/iPod touch; 59p

REAL RACING 2

Real licensed cars, great control mechanism but an annoying unlock system.
iPhone/iPod touch/iPad; £3.99

DEAD SPACE FOR iPAD

A terriffic third-person shooter with lovely audio, let down a tad by the controls.
iPad; £5.99

SUPER STICK GOLF

Eight more holes than the original sideways-on golfer, with Game Center support.
iPhone/iPod touch/iPad; £1.19

N.O.V.A. 2 HD

Superb weapons, vehicular levels and multiplayer are great additions to this FPS.
iPhone/iPod touch/iPad; £1.19

LARA CROFT AND THE GUARDIAN OF LIGHT

Recreate the magic of the early Tomb Raider games.
iPhone/iPod touch; £3.99

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Available to buy online
myfavouritemagazines.co.uk/computer

BUYERS' GUIDE

HOME OFFICE

Scrivener 2.0

★★★★★

Price: £30 **Reviewed:** Issue 229
Web: www.literatureandlatte.com
Full review: www.techradar.com/913378
System reqs: A Mac with either an Intel or an older PPC procesor can be used; minimum version of OS X is 10.4: Tiger

⊕ Great new features; improved corkboard; better outlining
⊖ Some aspects are quite complex

"Far and away the best application available for long-form writing, on any platform. A superb update."

MS Office for Mac 2011 ★★★★☆

Price: From £76 **Reviewed:** Issue 228
Full review: www.techradar.com/903277
System reqs: OS X 10.5.8 or later; Intel Mac
⊕ Cheaper and faster than 2008; new features
⊖ No upgrade pricing

FileMaker Pro 11 ★★★★★

Price: £257 **Reviewed:** Issue 221
Full review: www.techradar.com/683719
System reqs: OS X 10.5.7 or later
⊕ Easy to use; built-in charts; Quick Find
⊖ No image import from Bento

VISUAL TOOLS & LAYOUT

Freeway 5.5 Pro

★★★★★

Price: £155 **Reviewed:** Issue 230
Web: www.softpress.com
Full review: www.techradar.com/919171
System reqs: Mac OS X 10.5 or higher; Intel or PowerPC processor; Tiger users can run Version 5.4.3

⊕ Powerful layout controls; built-in web image optimising; new features
⊖ Weak HTML import; only one undo

"Freeway 5.5 Pro is great for website design work, and doesn't ask for a degree in coding first."

SketchBook Pro ★★★★☆

Price: £45 **Reviewed:** Issue 232
Full review: www.techradar.com/930868
System reqs: Mac OS X 10.5 or later; Intel only
⊕ Great UI; customisable; realistic; easy to use
⊖ Sluggish on slower Macs

Photoshop Elements 9 ★★★★½

Price: £58 (£65 bundled) **Reviewed:** Issue 227
Full review: www.techradar.com/719934
System reqs: OS X 10.4.11+, Intel Mac, 512MB
⊕ New Guided Edit mode; Layer masks; Organizer
⊖ Some features not so effective

SYSTEM UTILITIES

Bjango iStat Menus 3

★★★★★

Price: £11 **Reviewed:** Issue 223
Web: www.bjango.com
Full review: www.techradar.com/694688
System reqs: OS X 10.5 or later. The last version to offer compatibility with OS X 10.4: Tiger was iStat Menus 1.3

⊕ Updated interface; simpler intstallation; great new features
⊖ It's no longer free, though it's certainly worth paying for

"A solid upgrade to what was already a first-rate add-on for any Mac. A great application that continues to improve."

Roxio Toast 11 Titanium ★★★★½

Price: £85 **Reviewed:** Issue 233
Full review: www.techradar.com/936399
System reqs: OS X 10.5 or later, Intel Mac
⊕ Great new features, slick new interface
⊖ Fickle VIDEO_TS conversion

VueScan 9.0 ★★★★★

Price: From $40 (£12) **Reviewed:** Issue 231
Full review: www.techradar.com/926342
System reqs: OS X 10.3.9 or later
⊕ Extends the life of out-of-date scanners
⊖ The wizard could do more

MULTIMEDIA SOFTWARE

Apple iLife '11

★★★★½

Price: £46 **Reviewed:** Issue 229
Web: www.apple.com/uk
Full review: www.techradar.com
System reqs: Intel processor; 1GB RAM; Mac OS X 10.6.3 or later; 5GB HDD space; display, min. 1280x768-pixel resolution.

⊕ Great new features for iPhoto, iMovie and GarageBand
⊖ iDVD and iWeb not updated; the iLife suite is now Snow Leopard-only

"It's a pity iLife '11 is Intel-only, but as PowerPC Macs were discontinued in 2006, it's probably time to let go."

Apple Logic Studio ★★★★★

Price: £417 **Reviewed:** Issue 213
Full review: www.techradar.com/625541
System reqs: Intel Mac; 1GB RAM; Mac OS X 10.5.7
⊕ Powerful music studio; great tools; good value
⊖ Some minor bugs in the initial release

Anime Studio Debut 6 ★★★★½

Price: £32 **Reviewed:** Issue 225
Full review: www.techradar.com/709610
System reqs: 256MB RAM; OS X 10.4 or later
⊕ Great new tools, including masking function
⊖ It's not the Mac's best-looking app

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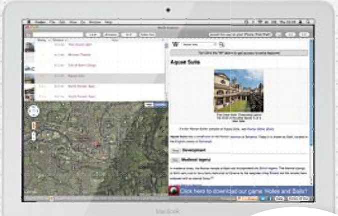

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Wednesday
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- Get the features of Lion in Snow Leopard
- Back up your Mac online at not cost

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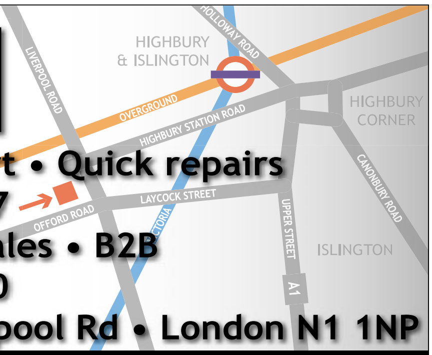

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www.ucc.ie/mug

[8] Cumbria Mac Enthusiasts
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contact@macenthusiasts.co.uk
www.macenthusiasts.co.uk

[9] Deaf Mac Users
Website group for the hard of hearing
nick@sturley.co.uk
http://tech.groups.yahoo.com/group/deaf-macs/

[10] Edinburgh MUG
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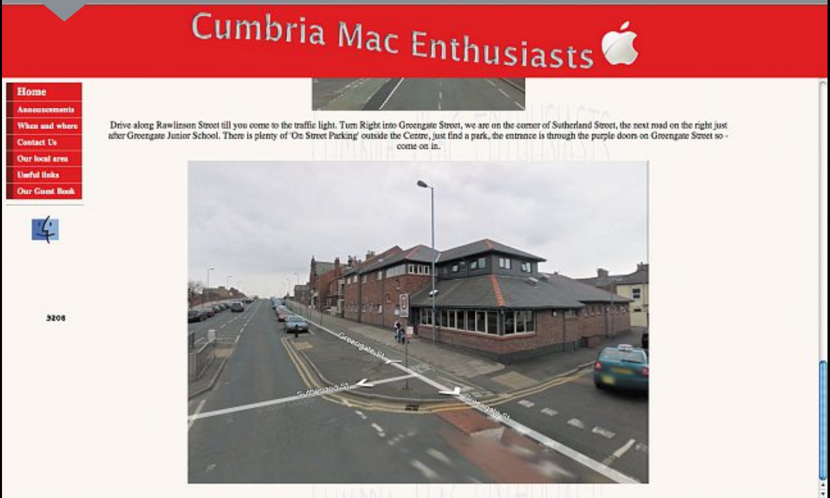
Cumbria Mac Enthusiasts

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Drive along Rawlinson Street till you come to the traffic light. Turn Right into Greengate Street, we are on the corner of Sutherland Street, the next road on the right just after Greengate Junior School. There is plenty of 'On Street Parking' outside the Centre, just find a park, the entrance is through the purple doors on Greengate Street so - come on in.

The Cumbria Mac Enthusiasts Group meet every third Thursday of the month in Barrow-in-Furness. There's currently no membership fee, but they do hold a collection to cover the cost of hiring the room. Meetings are friendly and informal, and you can expect to get help with any Mac problems you have. If you simply want to hang out and meet other like-minded Mac owners then that's okay too. To find out more and to get involved head over to **www.macenthusiasts.co.uk**.

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Tunbridge Wells, Kent
christo.skelton@gmail.com
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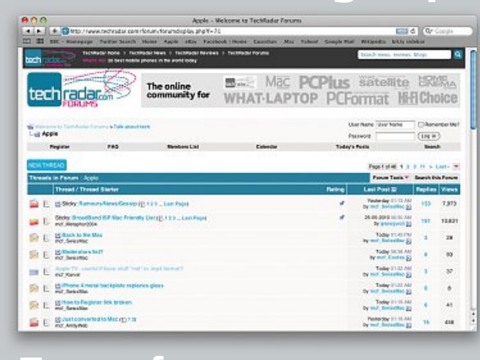

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If you haven't got a local Mac user group then try our forums at **www.macformat.co.uk/forums**. There you'll have the chance to talk about all things Apple and get answers to any questions you may have from a decent bunch of like-minded Apple users.

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Full version

The full version of *Desktop Task Timer* is available on the Mac App Store and allows more tasks and further options; see http://bit.ly/tasktimer.

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sArchiver 3.2.3

Compress and decompress

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The app enables you to convert archives and adds a contextual menu item where you can choose what to do with an archive, as opposed to just extract it. You can also preview images without extracting.

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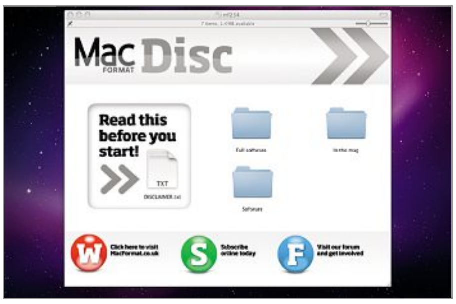

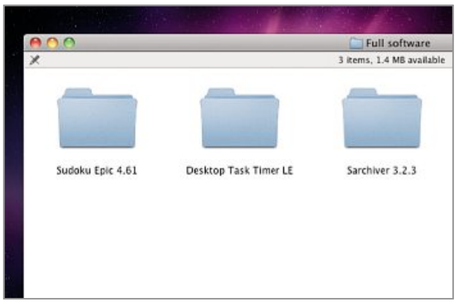

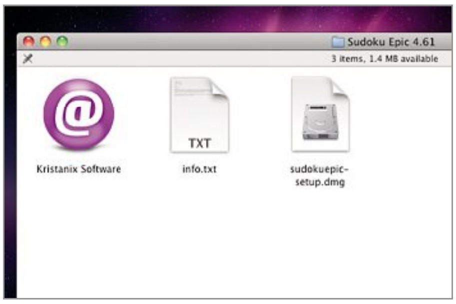

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02 The software

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03 Getting the apps

Each software folder will house at least three icons. The first is an info text file where you can read more about the product. Then comes a webloc site link and, finally, the app itself. Drag it to your desktop to open. ●

ON THE DISC

MacFormat Disc

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Things 1.4.4

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SRWare Iron 9.0.600.2
XMenu 1.9.2
YouTube to MP3 1.0

>> FINDING A SERIAL CODE
With the new interface comes a slight adjustment in your route to full product activation. The majority of this software will still require you to register online for activation. But now, you'll need to double-click the webloc '@' icon.

Future Technology coverdisc
This disc has been thoroughly scanned and tested at all stages of production, but - as with any new software - we still recommend that you run a virus checker before use. We also recommend that you have an up-to-date backup of your hard disk(s) before using this disc.

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Please also note that Future Publishing can only provide technical support for this disc for a period of six months after this magazine's on-sale date.

Interface
- Interface requires OS X.
- Some programs may require free registration over the internet or phone.
- Some software may not be available in all territories.
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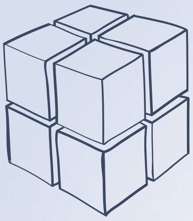

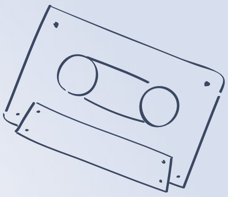

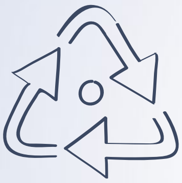

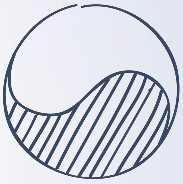

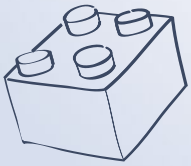

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